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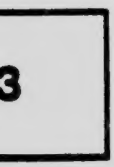

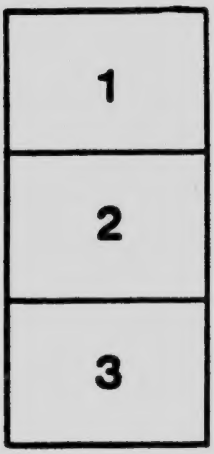

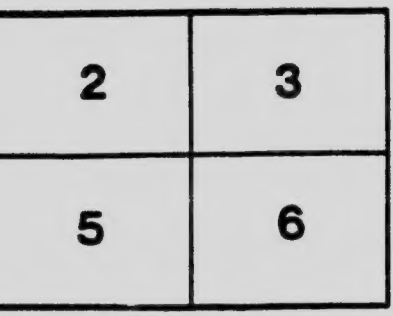

Donald Fraser

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TO THE
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WHO DERIVES
Health, Pleasure
and Profit
FROM A LIFE IN THE OPEN

459

HALLAMS TRAPPERS GUIDE

Gives practical information on how, when and where to trap fur bearing animals, how to handle **RAW FURS**, how to grow Ginseng and Golden Seal, how Black and Silver Fox farms are conducted, Game Laws of Canada and other valuable information to every trapper.

Published by

JOHN HALLAM LIMITED

RAW FURS AND HIDES

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The LARGEST in OUR LINE in CANADA

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The building wherein we handle yearly Three Million Dollars' Worth of Raw Furs and Hides.

INTRODUCTORY.

Trapping in Canada and the provinces has been engaged in by white men ever since they set foot upon our shores, learning many of the fine points of the art from the Indians who roamed through the vast forests.

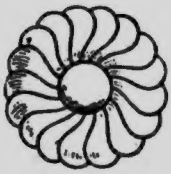
Too much credit cannot be given the hardy trapper of early days for his courage, skill and perseverance, which enabled him to explore unknown wastes, pass through trackless forests and drive his canoe along streams with dangerous and unknown rapids, and falls concealed around the bend, all in pursuit of furs fit to grace the shoulders of a queen.

Those days have practically passed away, except in the mountains and the far north, and today fertile farms have taken the place of the forests, cities and villages have dissipated the unknown wastes, and the rapids and waterfalls have been harnessed to provide power for great manufacturing institutions which tend to make our country prosperous and take its high place among the nations of the world.

Strange as it may seem, the catch of furs today is greater and more valuable than when the country was a wilderness, and while the professional trapper has to a great extent engaged in other pursuits, the bulk of the furs caught in this age are captured by the ambitious farmer

and his sons, who are not content to sit by the fire during the winter season, but add a substantial sum to their income, and find sport and healthful exercise by following the trap line.

There has been a great demand for a reliable trappers' guide from this great class of citizens with red blood in their veins, who obtain pleasure and profit from the great outdoors, that has caused us to present this guide for your consideration. It has been compiled with great care and expense to give you up-to-date information and the best methods that have been discovered by experienced trappers for capturing fur-bearing animals, after many prosperous years spent following the trap lines, and we trust that it will give you information which, if carefully followed, will assist you in obtaining both pleasure and profit from a life in the open.



'John Hallam Limited'

The House of Progress

The name of "John Hallam" has been well and favorably known to the fur and hide trade of Canada for over half a century, and as a result of square dealing the business has increased by leaps and bounds, until to-day we are "THE LARGEST IN OUR LINE IN CANADA," and it is the fixed and settled policy of the house to continue this square treatment of its patrons, and not only to "keep up with the procession," but to keep far in advance of all competitors, blazing the trail in the march of progress for others to follow.

While it is impossible in a short article to go into details and thoroughly explain all about our business, yet it is due to our friends to know the policies of the house and the various lines of goods handled, so we will first take up

OUR FUR DEPARTMENT.

Believing that "anything worth doing, is worth doing well," Mr. Hallam, while maintaining a personal supervision of the entire business, has surrounded himself with men of long experience in their various lines and placed them in charge of different departments, so that each shipment will promptly receive the utmost care and attention of an expert who knows their value, and who has strict orders to see that the shipper receives full value for each piece of fur shipped the house.

We invite Inquiries from those Interested in Trapping or the Collecting of Raw Furs. Information Free.

RAW FURS AND HIDES

In order to run a fur business successfully, and not have losses to be made up by undervaluing the shipments, as is done by some houses, it is necessary to keep in close touch with market conditions in all parts of the world, and Mr. Hallam, realizing this fact, has tried and trusted correspondents in the great fur centres of both hemispheres, giving him a reliable outlet for his furs and keeping him thoroughly posted by letter and cable of market conditions and market changes, so that he is enabled to issue his FUR QUOTATIONS based upon up-to-the-minute information that can be relied upon by the shipper, as he firmly believes that no information he can obtain is too good to be kept from his shippers.

In order that the shipper may know how he will be treated and just what to expect when he ships his furs to John Hallam, we take pleasure in stating the principal

POLICIES OF OUR FUR HOUSE.

To remit the same day the goods are received.

To pay the highest market prices, give a fair assortment and courteous treatment to all shippers.

To HOLD SEPARATE all shipments of fur a reasonable length of time, when requested to do so at the time of shipment, and if our valuation should not meet with the shipper's approval, to return the goods to him at our expense. (Our old shippers do not ask this, as they know they will receive the full value for their goods.)

To treat all shippers alike, and that the very best the house affords, as no shipment is too small, and none too large, for us to handle.

To pay all express charges on furs and pay

postage on mink, lynx, marten, fox, fisher and weasel when shipped by mail.

To keep the shipper thoroughly posted on market conditions, and

To quote prices we can pay, and to pay what we quote.

That these policies are appreciated is shown by the rapidly increasing number of shipments received by the house, and the favorable and complimentary letters received from its large army of satisfied shippers.

Yielding to a large number of requests from the patrons of the firm, we still continue to look after the

TANNING

of their horse and cattle hides and fur skins, when requested so to do, and can guarantee first-class work at the lowest possible prices consistent with good workmanship.

HIDES, CALF SKINS, SHEEP PELTS, WOOL, TALLOW, etc., are all handled by us in immense quantities, with an old and established trade, and as we usually have orders ahead for future delivery, we are in a position to pay top notch prices for all articles in these lines, so that when you have any of these articles for sale, ship the same to us by freight, and we will be pleased to send you a check for same as soon as the shipment arrives.

It is hardly necessary for such an old-established, well known house as ours, to give references, but the new shipper can have his mind set at rest concerning our financial responsibility by referring to **The Bank of Nova Scotia, at Toronto, Ont.**, or by calling at any bank and asking the banker to look up and explain to him our financial responsibility, as shown in Dun's or Bradstreet's reports, which are the acknowledged authorities on this subject.

Cash Results to Shippers has made Us Raw Fur and Hide Trade Leaders, and We Still Lead.

RAW FURS AND HIDES

Section of our Dressed Fur Department, showing furs valued at over $100,000.00 (One Hundred Thousand Dollars).

We Have Demonstrated to Thousands That We Make as Good Returns for Shipments as ***it is Possible to Make.***

WHERE TO TRAP.

According to reports, the fish are larger and bite better in the lake fifteen miles from home than in the one at your door, birds are more plentiful in the next county than in your immediate neighborhood, and fur-bearing animals are found in greater numbers and are easier trapped some distance from your home, but, alas! in a large majority of instances, we have found from past experience that this is not the case.

At the present time, there are few places where some one in the immediate neighborhood does not engage in trapping, and as it is a great advantage to any person to be thoroughly acquainted with the country in which he expects to trap, the amateur trapper, in most instances, will be more successful in his own neighborhood.

It is not necessary to wait until the trapping season opens in order to locate places to set the traps, but in passing through the woods look carefully for signs of animals: here you may find a bunch of feathers, mute remains of a woodland tragedy; here an ear of corn or other vegetable partly eaten; here a den tree with its bark scratched by climbing raccoons; here a hole in the ground with tracks in the soil and hair on the side of the entrance, proclaiming the home of the skunk; here trails made by passing animals and their droppings, which proclaim their presence, while on sandbars and in the mud along the streams and lakes you find tracks of mink, muskrat, raccoon, and other animals, that seek their food in and near the water. All these signs should be carefully observed and their location noted for the purpose of trapping later in the season. They tell their

You will find our Shipping Proposition Sound, Reliable and a Money Maker to You. A Trial will Convince.

tales to the experienced trapper, and if the amateur is to make a success of trapping, he must be of an observing disposition, study out the cause of these signs, and learn to read the forest, so that he may successfully match his reason against the instinct and natural wariness of the various animals.

Look for the different animals in the places where they naturally frequent, as set forth in the articles which follow, and those are the places to set your traps, with fair chance of success.

If you trap in your neighborhood, you should go over the ground in the late summer and early fall and prepare places to set your traps, so that the animals will become accustomed to the change before the season opens, by placing a log, stump or chunks in a ditch or small stream in such a manner that there is left only a small passageway for the animals at one side, by digging a trench across a neck of land, running into a stream, so that the water will pass through about one inch deep, and covering it over with grass or chunks, and the passing mink cannot resist the temptation to pass through; by making cubbies in the woods, and by scattering bait at different places and observing on your next trip whether it has been taken, thus learning what animals, if any, are in that particular locality, in this manner you become thoroughly acquainted with your grounds, and when the season opens for trapping, you know the best places to set your traps.

It is well to remember that few fur-bearing animals travel to any extent in the daytime, and that many a fine mink has been caught in localities where the "oldest inhabitant" has declared he has not seen one for twenty years.

The successful trapper is one who is observ-

ing, uses good common sense, and in addition is careful to make his set properly, using the particular set that is best adapted to the circumstances of the case and the animal he seeks to capture, and in this manner secures fur which if properly handled brings him a very substantial return for the time spent, besides affording him the pleasure and excitement derived from a life in the open.

SPRING POLE AND BALANCE POLE.

A Spring Pole is usually made by taking a springy sapling (whose size is in proportion to

Balance Pole.

the animal to be caught) that grows near your trap, and bending the top to the ground, trimming off the branches. It is held in that position by a stake having a short prong on the side, or a

headless nail driven into the stake, the trap chain is fastened to the end of the pole. When the animal is caught its struggles to release itself will unhook the pole from the stake holding it, allowing it to spring into the air, carrying the trap and the animal with it.

The BALANCE POLE is made by taking a sapling and fastening it to the side of a tree, the chain fastened to the top of the pole, and the top held in place by a stake, as in the spring pole. The butt of the pole should extend beyond the tree a sufficient distance, so that its weight will cause the trap and the animal caught to be suspended in the air when released from the stake. In place of fastening the pole to a tree it may rest in a crotch of a tree or a crotched stake driven in the ground.

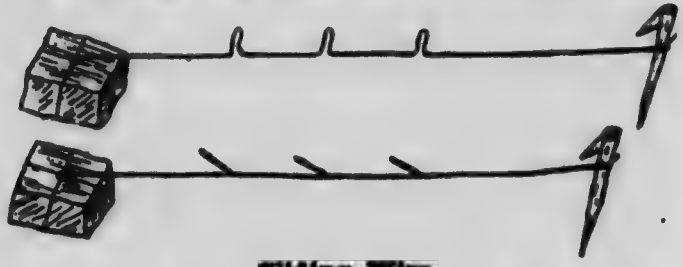
The balance pole is the most desirable, as it works in all kinds of weather, while the spring pole looses its elasticity if bent for a great length of time, or if the weather is very cold.

SLIDING WIRE AND SLIDING POLE.

Water animals, such as muskrats, mink, and beaver, when caught in a trap, immediately dive to get into deep water. This trait is taken advantage of by the trapper to drown his catch and thus secure its pelt and terminate its suffering.

For this purpose several methods are used. The sliding wire is made with some No. 9 wire and a pair of pliers, bent as in the illustration, costing about two cents each. Fasten one end of the wire to a stone, run the other end through the ring of your trap chain, and fasten it to a stake. Make two or three loops in the wire about two inches long, give the loops a twist,

and bend them toward the stone, so the ring will pass over them easily; they will never straighten up, no matter how hard the pull is on the chain.



Sliding Wire.

Drive stake near trap and throw the stone into deep water; when the animal is caught it dives into deep water, the ring slides down over the loop, which prevents it from coming back, and the animal drowns.

The Sliding Pole is made by taking a sapling —trimming the branches short so the ring of the trap chain slides over them—attach one end of the pole to a stake near the trap, and push the other in the mud in deep water, and the results are the same as when using the sliding wire.

FIGURE FOUR TRAP.

No trapper's guide would be complete without a description of a figure four trap, which was

Figure Four.

used long before steel traps were invented, and is now used frequently by trappers on account of its ease of construction in placing deadfalls or when short of traps.

To make a figure four trap requires three pieces of hard wood, the length and thickness of which depends on the weight of the deadfall and height you wish same to stand from the ground. The upright stick is square on the sides and beveled to an edge at the top. The stick at right angles to it in the figure four is pointed at one end to receive the bait, while a notch is cut about one inch from the other end, square with the end and sloping from the center to hold the top of the figure four, turn the stick one-quarter around and cut another notch into the side of the stick near the center of its length. This notch is to be made as long as the upright is wide and from three-eighths to one-half inches deep, into which notch the upright fits, but not too tight. The third stick is for the top of the figure four and is beveled at one end, and a notch cut into one side about three-quarters of its length from the beveled end, into which notch the beveled end of the upright rests. The log, box or flat stone used for the deadfall rests on the upper end of this stick when the sticks are placed in the position of a figure 4. Several views of these sticks are shown, so you may see how each is constructed and the figure four is shown complete.

The three sticks to the right of the illustration shows another method of supporting a deadfall, the notch of the bait or trigger stick being large enough to hold the other two sticks together, as is shown in the drawing to the right, while the deadfall rests on the top of the upright.

In either form of deadfall, when the animal takes the bait, it disarranges the sticks and the

All Shipments to us are given the individual Attention of Experts. Our Shippers demand this.

deadfall drops crushing or imprisoning the animal.

POINTERS FOR THE TRAPPER.

When setting traps, do not disturb the surroundings more than is absolutely necessary, and leave them looking as natural as possible, while some animals are not suspicious, others are, and if care is used, you will frequently catch some other animal in your trap than the one expected.

Use gloves smeared with blood or coated with beeswax when handling and setting your traps, so as to avoid as much as possible leaving human scent. Gloves used for trapping should be used for nothing else. Some trappers do not think this necessary, but the majority advise it, and a little care may materially increase your catch.

Do not spit near your trap, or you will leave human scent. Never put kerosine oil on your traps, as animals will not go near them while the odor remains.

Never take your dog with you on the trap line, as mink and some other animals can scent a dog for days afterward.

Whenever possible, splash water over your set and the surroundings, as water washes away human scent.

Before setting your trap, test it to see that it is in good working order, and unless you can put it in good order, throw it away. Traps are cheaper than furs, and it is usually the good pelt that gets away from the defective trap.

To whiten traps for snow sets, boil lime in water, and immerse the trap for a short time, and it will come out perfectly white.

Bales of Raw Persian Lambskins from "Russia." Duty for one year $25,000.00 (Twenty-five Thousand Dollars).

We are known wherever Raw Furs are caught.
"There's a reason."

For covering a trap for a snow set, obtain some waterproof butter paper from your grocer, cut a piece the size of your trap when the jaws are open, cut two slits about three inches long across the center of the paper at right angles to each other, forming a cross; this prevents the paper from crumpling when the animal steps on it. Place a little honey on the upper side of the jaws of the trap, after it is set, and press the paper down on the jaws and the honey will hold the paper in place; cover with dry dust or snow.

Another piece of butter paper placed under the trap will keep it from freezing fast.

Mark your traps with a steel punch or file, so you can identify them, but never on the spring, as it will have a tendency to weaken it.

Always set a trap so the jaws will be lengthwise the path you expect the animal to travel, so the jaws will not knock the leg out of the trap when it is sprung.

In going over your trap line, only go near enough to see that they are not disturbed; go away, if possible, without leaving a path to the trap.

FISH OIL is made by cutting small fish in pieces the size of your thumb, place same in a bottle, and set in the sun to decay. Pour off the oil into another bottle and cork tightly until ready to be used.

From February to March is the mating season for mink. Save every mink sack, squeeze contents into a bottle, with fish oil, as it is a lure to both sexes; to bait, dip a stick in the bottle and place in the hole beyond the trap.

An excellent way to kill either a mink or a weasel is to stun it with a club, and then crush in the ribs. When this is done there will be no blood clot on the pelt.

We are the Largest in our Line in all Canada, and "Toronto Our Home" is the Hub of the Fur Wheel.

Don't use bright traps, but boil them in water with pine, spruce, hemlock, or balsam boughs or walnut hulls; after boiling half an hour the trap becomes coated with a paint-like substance. Take the traps out, hang in the sun to dry. The coating will get hard, and will keep them from rusting, and kill the smell of iron, rust, etc.

Don't commence trapping too early. One prime skin frequently brings more money than two or more caught early in the season.

MINK.

The mink belongs to the weasel family, and has a long, slender body, small head, rather short legs, a bushy tail about eight inches long and thick, fine glossy fur, varying from light to dark brown in color, on account of which it is in great demand by furriers.

It is found along running streams and water courses, from which it obtains a large part of its food, which consists of fish, frogs, crawfish, squirrels, rabbits, muskrats, and poultry, all of which are used for bait.

The male mink is a great traveler, and has been known to follow the same route for over twenty miles, stopping to examine every hole in the banks of streams, hollow logs, and drifts it finds on its journey, while the female seldom journeys more than a couple of miles from its den. Both male and female mink are of very inquisitive dispositions, which trait is taken advantage of by the trapper.

Many methods are used by the experienced trapper to capture this valuable animal, the following being some of the best methods, the

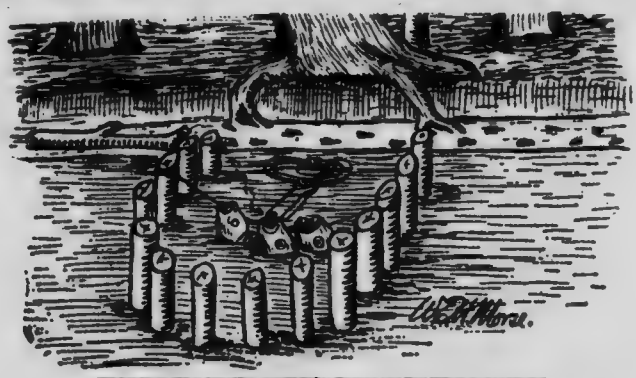
John H. Ledger says: "John Hallam, Toronto, is certainly Canada's Greatest Fur and Hide Dealer," and he is right.

choice of which depends upon the circumstances surrounding each particular case.

For fall trapping, the water set is very effective, and is made as follows:—Find or make a hole, even with the water about eight inches deep and four inches in diameter, under an over-

The Water Set.

hanging bank, where the water is shallow and swift; stake the bait in the back of the hole, set the trap in two inches of water at the mouth of the hole, cover it with water-soaked leaves and a little mud on the leaves to hold them in place, and stake the chain of the trap in deep water, or attach to a sliding wire or sliding pole, so the mink will drown as soon as possible. Fresh fish is one of the best baits for mink, as it is their natural food. A few drops of fish oil



Fish Set for Mink and Raccoon.

placed in the hole will assist in attracting the mink.

Drive small stakes in the mud in shallow water forming a pen about one foot deep, with

RAW FURS AND HIDES

Another Section of our Dressed Fur Department, showing furs worth over $100,000.00 (One Hundred Thousand Dollars).

We get your neighbor's Shipments. Why not yours? There's a reason.

an entrance just wide enough to receive the trap, placing the spring of the trap inside the pen, and stake the bait at the back side of the pen.

Catch half a dozen fish four to six inches long, drive two stakes in the mud where the water is about eighteen inches deep, string the fish on a soft piece of twine, and tie to the stakes, so the string hangs loosely between them; make a mound of mud or sod about half way from the shore and set the trap on the mound so the trap is under two inches of water; cover the trap and stake in deep water.

Build a dam in a run near where it empties into the main stream, place live minnows in the dam as well as your traps, and every mink or raccoon that comes along will try to catch the minnows, and you will catch him.

Dig a hole at water level at an angle of 45 degrees about three feet deep; dig another

Tunnel Set for Mink.

hole at the same angle so that it meets the first hole and water will flow through. Place a water soaked log or some stones in the stream, so a current will flow through it, and set traps at the entrance to both holes.

If two streams join at a sharp angle, dig a tunnel from one to the other, through which the water will flow; set a trap inside and at both ends of the tunnel.

The Magnitude and Scope of our Business is only Realised by direct dealing with us.

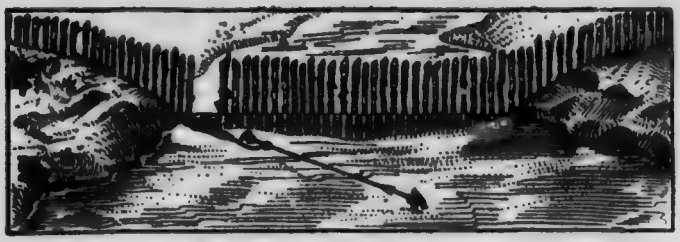
Trench Set for Mink.

Find an old log lying across a stream; walk in the water, if not too deep, and cut two notches on top of the log to hold your traps, so the traps will be even with the top of the log; cover the traps with moss or whatever covers the log, and nail a fish or other bait between the traps; sprinkle a few drops of fish oil on the log, and staple the traps to the side of the log.

Take four boards six inches wide and three feet long, nail them together, making a flue; place this in a small stream in two inches of water, cover with mud and brush, so only the ends show; place the bait in the center and set traps at each end.

Select a narrow spot in a stream and fence it up with logs, stakes, or old boards, leaving a passage about five inches wide in shallow water; place one trap above and one below the opening, about one foot apart, and stake the traps as far apart as possible.

We are Anxious to have Trappers who have never Tried Us give us a trial. It will pay you.



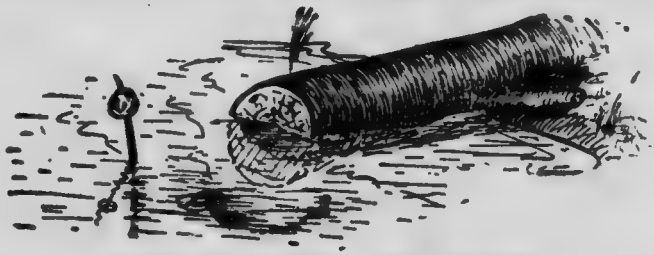
Barricade Set for Mink, etc.

Place a trap in shallow water and hang the bait about sixteen inches above and directly over the trap.

If you find a place where a piece of the bank has fallen, leaving a low place between the chunk and the bank four to six feet long, set a trap in the water at each end, and stake a muskrat carcass between the traps in the low place on dry land. Sprinkle a few drops of fish oil near the bait.

Where mink do not take bait well, traps without bait, called "blind sets," are used.

Find a place where the bank is steep and the water deep; set the trap in the edge of the water and cover it with water-soaked leaves and mud, and stake the trap in deep water. The mink



Log Set for Mink and Raccoon.

will be guided into your trap by the steep bank, or, if you cannot find a place of this description, place one end of an old water-soaked log

in the water and the other end resting against the bank, then fill the space under the log with sticks and stones, except an opening about five inches wide, through which the mink will have to pass. Set your trap in the opening and you will be pretty sure to catch the mink.

Traps may also be set in an opening in a jam extending across a stream, closing up all other openings.

In making water sets, remember that water destroys human scent; therefore, if possible, it should be splashed over every set made.

If you track a mink into a large hole, place the trap eighteen inches inside the hole, and close the entrance with sticks and weeds except an opening about four inches in diameter, so the mink will have to work to get out, and the odds are strongly in your favor of catching him. If it is a small hole, place the trap about five inches directly in front of the hole, bedded in a hole the size of the trap, so the top of the trap will be level with the ground, cover with a piece of butter paper and sprinkle dust over the trap.

Find a hollow log, hollow tree or tile near a stream, place the bait inside and the trap at the entrance, cover the trap lightly with such light material as is around the entrance.

Place two logs side by side, cover with weeds and brush, and set a trap at each end, placing bait and a few drops of fish oil inside, if desired. Cover the trap lightly with the same material that was removed when making a set; don't use brown leaves when the set is made in dead grass, but use the material that surrounds the set.

Nail a part of a rabbit to a tree about sixteen inches from the ground, put scent on the

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bait, and set the trap at the base of the tree under the bait.

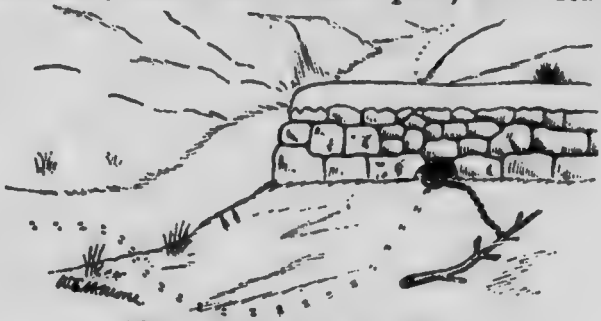
After a mink has been caught in any kind of a set, and scratches the bank, leaving his scent there, your chances are much better of catching another in the same set than in a fresh set.

An otter's landing place is an excellent place to set a trap for all fur-bearing animals.

Find a hole under an old stump along a stream, stake a fish in the hole, and set a trap at the entrance, close up all other holes under the stump.

Take a live rabbit to the edge of a stream, cut his throat so he will bleed freely, then walk along the edge of the stream, the blood making a trail for the mink to follow. When the rabbit is dead, place it in the brush so the mink can approach him only from one side, at which place set your trap.

Place two poles along a stream parallel with each other, about four inches apart; drive stakes



Stone Wall Set for Mink.

outside the poles to prevent them from spreading, lay a pole on top, thus forming a runway, stake the bait in the centre of the runway and set a trap at both ends.

Remove a stone from the base of a stone fence near a stream; place a trap in the hole and place

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half a muskrat in front of the hole, covering same lightly with leaves or grass found there. Close all other holes, as the mink, after taking the bait, backs into the nearest hole and is thus caught by his hind feet, thus making a sure catch.

In winter, small streams run down after being partly frozen over, thus leaving a space under the ice. Mink travel under the ice, and traps can be set at or near openings where there are springs or ripples, or you can cut a hole in the ice, set your trap in running water and cover the hole with ice and snow.

Culvert Set for Mink, etc.

The covered "cubby" is another good winter set. This is made by placing two chunks of wood about ten inches apart and covering the same with sticks, bark, brush and leaves, place a trap at each opening, and a bait in the centre. The hollow log set is one of the best winter sets, as a trap set in the log and covered with rotten wood is always ready for business.

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A good covering for traps in winter is cat-tail fuzz. When this is used it should not only cover the trap, but should be strewed around thick, otherwise the mink would be suspicious of the spot where the trap is set.

Find where mink are traveling, dig a trench eight inches deep, eight inches wide and three feet long at right angles to the trail. In the end of the trench farthest away from the trail, dig a hole in the bank ten inches deep and four inches in diameter, place bait inside, and set trap in front of the hole, covering the trap with loose earth.

In the spring, drag the hindquarters of a female mink to a hole in the bank of a stream, rub it around the hole and on stones and roots, set two traps outside the hole level with the ground, cover and stake.

Mink may also be taken in box traps and dead falls.

SKUNK.

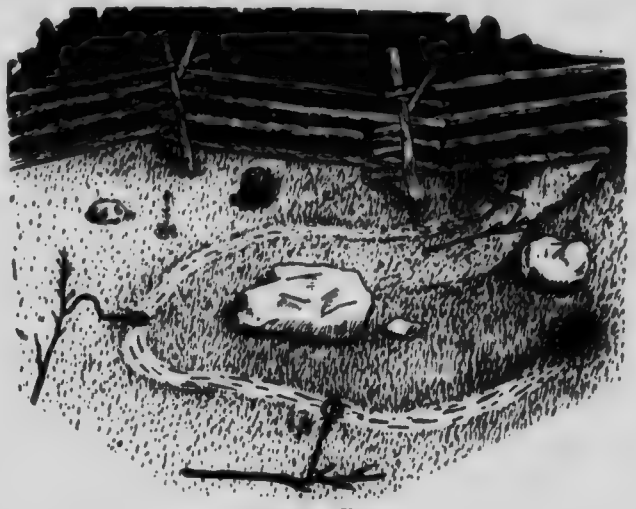
The skunk is also a member of the weasel family. It is usually about eighteen inches long from the nose to the root of the tail, and it has a bushy tail about thirteen inches long. Its fur is long, of a glossy black color, marked with white, varying from a star on its head to two long, broad stripes running the length of the body, with a white tip on its tail. The less white appearing on the animal the more valuable is its fur.

Skunk usually live in dens in gravelly soil or in woodchuck holes, sometimes a dozen being found in one den; they also sometimes reside under barns and outbuildings. They usually remain in their dens during the day and travel a

night, but during the winter they only travel on warm nights until after the mating season commences the latter part of February, when the males travel in all kinds of weather. The young are born in May, four to ten in a litter.

Muskrat, skunk, chicken, birds, fish, rabbit, rotten eggs or tainted meat of all kinds make good bait. The scent glands are at the root of the tail, and, while the skunk is naturally a clean animal, when disturbed they use their only means of defense and emit a yellow stream having a very disagreeable odor.

To kill the skunk without their emitting their odor, it is necessary to break the backbone with a club, or by shooting them back of the head;



Trail Set.

this paralyzes them so they cannot emit the scent. Never shoot or hit them on the head, as they are sure to throw scent if killed in that manner. Another method is to fasten the trap to a ten-foot pole and lead them gently to water,

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holding its head under until it is nearly drowned, then let it have a little air, then hold their head under until they are dead. Before skinning grease the hands with lard or animal oil, afterwards wash with soap and hot water, and all scent will be removed.

Skunk may be caught by setting a trap at the entrance to their dens, fastening the chain to a drag, stake or balance pole, placing a piece of bait in the hole beyond the trap. If the hole is large, place a stone or chunk of wood beside the trap, so the skunk will have to step into the trap when it attempts to go into the den. If you can find a well defined trail leading to the den, set several traps in the trail, digging a hole so the top of the trap will be even with the ground, and scatter pieces of bait around near the trap.

In weeds or along a hedge, make a pen of stones or of old rotten wood, set a trap at the entrance and place the bait inside the pen. Set a trap at the base of a tree or stump having a hole under it, and fasten the bait about ten inches above the trap. Place two logs parallel with each other about three inches apart, place the bait in the centre and set a trap at each end. Find where the skunk come from under an old building, set the trap there, and scatter bait near. Suspend a dead chicken about a foot from the ground and set traps a foot or two from the bait. In cold weather, set traps near an open spring or air hole, as animals come there for water.

MUSKRATS.

The head and body of the muskrat is about fourteen inches long; its usual color is brown above and ash-colored underneath; its front

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feet are small, and its hind feet larger and slightly webbed, making it an expert swimmer. Its tail is about nine inches long, and for two-thirds of its length covered with scales and thin short hair.

Muskrats feed on roots, fruit, grass, grain and vegetables, sometimes eating clams when food is scarce.

For bait use sweet apples, carrots, roots or vegetables.

They live along sluggish streams and in marshes, usually building a dome-shaped house several feet high, with an entrance under water, but when they live in streams they usually live in holes in the bank with the entrance under water. Six to ten muskrats live in one house.

Muskrats are very prolific, bringing forth six to nine in a litter, and three or four litters a season. The first litter in the spring frequently bear young in the fall. Their fur is always in good demand, being at its best in the spring, the fur of spring-caught muskrats usually bringing twice as much as a fall-caught muskrat.

The following are some of the most successful methods of trapping the muskrats:

Find a log with the end lying in the water, frequented by muskrats, cut a notch in the log for the trap, so that it will be just under water. when set in the notch, cover with water soaked leaves or moss, staple chain to the log, and scatter bait on the log on both sides of the trap.

Take a board eighteen feet long and a foot wide, nail strips across it, so the trap may be set between the strips, cover lightly with dirt, dead leaves or moss, staple the chains to the board, scatter bait along it, and anchor the board in the water where the muskrats will be sure to find it. A board of this kind will accommodate a number of traps.

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Place a sweet apple on a stick, and push the other end of the stick in the bank of a stream where muskrats travel, so the bait will be about ten inches above and over the trap, which should be set in a couple of inches of water; cover the trap with water-soaked leaves.

Find where muskrats have burrowed under the bank under the water and set the trap at the entrance.

Find a muskrat slide and place the trap at the bottom in two inches of water, for this set no bait is necessary.

Notice where muskrats have a runway through water cress or other vegetation, set a trap in the runway, attach the chain to a bush about five feet long for a drag, and when they go into deep water when caught, they are easily located by the bush.

Find their feeding beds, which are known by grass that appears to float in grassy, still water, and set the traps in these beds under the water.

Where there are plenty of muskrat signs, and the bank is steep, dig a shelf in the bank a foot long and six inches wide, about four inches above the water, and place the bait on this shelf, dig another shelf of the same size so it will be covered with three inches of water, and set the trap on this shelf and cover it with water-soaked leaves.

A barrel trap is made by sawing a hole about ten inches square in the side of a barrel, nail a couple of slats across each end of the hole, the slats extending over the sides of the barrel about a foot, place boards on the slats parallel with the barrel, place bait on the boards, and put enough water in the barrel to sink it so the boards are even with the water, anchor the barrel where desired.

The Future Success of our Business depends solely upon our satisfied Shippers.

Another barrel trap is made by making a head for the barrel out of pine strips, so that the head will go into the barrel leaving half an inch around the head; bore a half-inch hole under the chimes of the barrel at opposite sides. Take a one-inch stick and whittle the ends round so they will turn easily in the holes and nail the head to the stick. Bore a hole through the centre of the head and put a six-inch bolt through, with extra nuts at the bottom of the bolt to keep the head level. Place bait on the centre of the head and sink the barrel so that it is nearly level with the water, placing stakes around it to keep it in position. The muskrats will be attracted by the bait, and when they get on the head it will dump them into the barrel, and the weight of the bolts and nuts will bring the head back into position ready for the next.

Take a barrel that does not leak, place it in the water, driving stakes around it, and cross pieces over it to hold it in an upright position with the top about three inches above the water, and place bait in the barrel.

Make a frame eight inches high, ten inches wide and two feet long, cover it with quarter inch wire mesh, make doors at each end, opening inside, hanging from the top, with a cleat at the bottom which will prevent the door from opening outward. Hang the bait inside near the centre of the trap and place the trap along a low bank partly under water.

In the spring when the ice has commenced to melt, you will find small piles of grass roots projecting above the ice. Remove the roots and you will find a hole in the ice and a feed bed directly underneath; set a trap in the bed and cover the hole.

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Through clear ice you can see trails in the mud where muskrats travel; cut a hole in the ice and set a trap in the trail.

Set traps in their runways where they travel through a jam of logs and brush, or in an outlet to a pond, in two inches of water, or where they leave their houses, or on logs under water that are scratched by muskrats passing over them.

RACCOON.

The raccoon is allied to the bear family. Its body is short and stout and usually of a greyish color, sometimes almost black, with a tail about ten inches long, thick and bushy, ringed with black. Its head resembles that of a fox with a black band crossing the eyes.

Raccoons den in hollow trees and in rocks, remaining in their dens during the day and traveling at night. The mating season is about the first of March, during which time the males travel extensively. Fish, frogs, honey, fresh eggs, rabbit, birds, muskrat, and sardines in oil are good for bait. Some trappers make a scent of fish oil and honey, with a few drops of anise seed oil; others use pure fish oil; while others use muskrat musk and beaver castors.

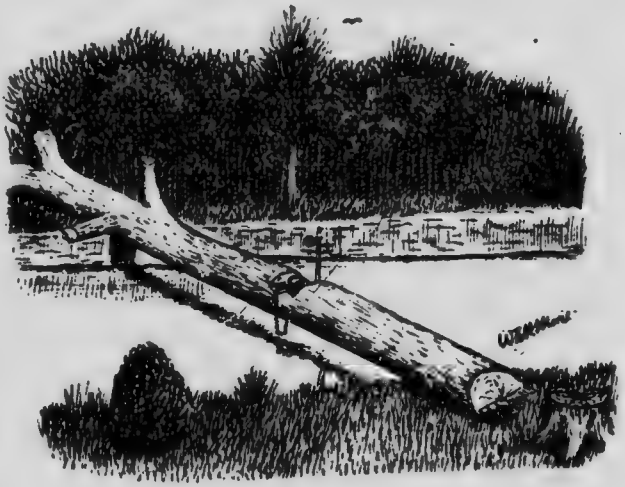
Set a trap in about two inches of water near the bank of a stream or on a sand bar, place a piece of bright tin or tin foil over the pan of the trap, covering the spring and jaws of the trap with mud or water-soaked leaves. When the coon, attracted by the bright object, places his paw on the pan of the trap, expecting to get something to eat, he is doomed to be disagreeably surprised. Attach trap to a clog or stake in deep water. A frog, attached to the pan of the trap, belly up, is also a good bait for this set.

We always Remember when Remitting for Shipments that the other fellow has Troubles, too.

Find where a coon passes around a tree or stump in the water, set a trap in the path, and cover with water-soaked leaves, or stir up the mud so the sediment covers the trap. A bait may be hung about eighteen inches above the trap if desired.

Set a trap on a chunk floating in a pond, cover trap with dry leaves or dust. The coon is an inquisitive animal, and will investigate with results profitable to the trapper.

Set a trap in their trail on either side of a stick or limb they are in the habit of stepping over, but do not move the limb.



Log Set for Raccoon.

It is a good idea to always lay a small stick or log on either side of a trap, so the coon will have to step over it and step into the trap.

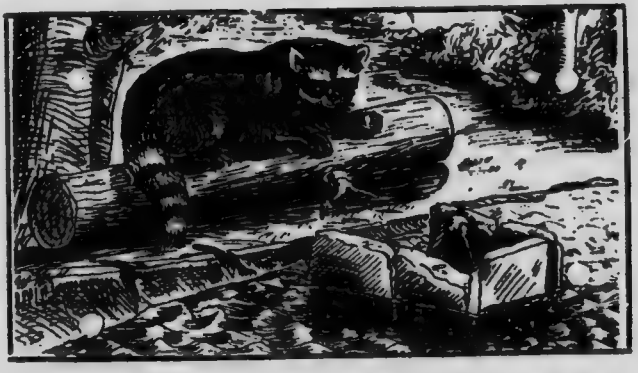
Find a fence crossing a small stream that is travelled by coon; drive stakes across the stream under the fence, leaving an opening about a foot wide near the bank, set trap in opening, and

nail a fish to the fence over the trap for bait; sprinkle fish oil on bank.

Set traps in a stream running through a swamp that is used by coon. The log, drift, cubby, pocket and fish set described for trapping mink are also excellent for coon, as the habits of the animals are very similar.

Push one end of an old rail or log into the water, so that the water at the end is about three inches deep; set a trap in the water at the end of the log, and attach the bait to a stick set about six inches beyond the trap.

Drive a stake into the ground, so it will stick out about four feet, attach the bait to the top of the stake, and set a couple of traps at the base.



Pen Set for Raccoon.

Place two logs in the water end to end, so the ends are about two feet apart; set the trap between the ends, and place the bait on the ends of both logs. The animal will have to jump in the water to pass from one log to the other, and the trap does the rest.

Pile brush on the bank of a small stream, and other brush in the water, leaving an opening

about nine inches wide; set the trap in the opening, placing a stepping stick on either side of the trap. The coon will not go through the brush if he can find an opening.

Cut a pole six feet long and six inches thick, lean it against a den tree, setting the trap in a notch cut in the pole.

FOX.

The fox belongs to the dog family, and is a very intelligent animal. There are many varieties, all belonging to the same general family. They resemble the dog, but are of lighter build. Their ears are erect and pointed, their hair long, their tail thick and bushy, and their muzzle small and pointed.

February is their mating season, their young being born in April, during which time they live in dens in sandy hillsides or among the rocks; they use their dens very little at other times, usually lying in the brush or weeds or on top of a stump, during the day. They live almost entirely on flesh, and seldom feed on apples or other fruit. The tainted flesh of the muskrat, skunk or house cat, make good bait, but they are also very fond of mice, rabbits and poultry. A good scent for the fox is made by mincing the flesh and fat of the skunk and muskrat, and placing it in a bottle to decay, then adding the scent glands of the animals. One of the best scents is made by taking the generative organs of a female fox when in heat and preserving them in alcohol. The urine of the fox is also good, but in using the last two scents, no bait should be used.

Nail a good-sized piece of bait to a tree five feet from the ground, set traps about two feet

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from the tree, bait the traps with small pieces of rabbit. The fox will walk around the tree trying to get the large bait, and when he finds he cannot reach it, will try to get the bait from the traps, to his sorrow.

The chaff set is made by driving a stake in the ground, and placing a rabbit on the stake five feet from the ground; place a couple of bushels of leaves or chaff around the stake, and set the traps about three feet from the stake; sprinkle a liberal supply of scent around the set.

To poison the fox make a ball of lard about the size of a small egg, insert some strychnine with a little sugar and baking soda to kill the bitter taste in the lard and close the hole, then place the bait under the offal of a hog.

Set a trap in a runway where they step over a log or pole, or go through a fence, place the bait at the side of and about six inches from the trap.

Find a place by a stream, pond or large spring where fox tracks are numerous, place a moss-covered stone or sod about three feet from the shore, so the top is above water, and place a chicken or other bait upon it; set the trap between the bait and the shore on a sod so the top of the trap is even with the water, cover the trap lightly with water-soaked leaves or moss. The fox does not like to get his feet wet, and will step in the trap when trying to reach the bait. If possible, the trapper should walk in the water in going to and from this set. Some trappers dispense with the bait mound, setting the trap in exactly the same manner, excep tthat the bait, a bird, is fastened to a stake driven in the bottom so the stake does not show, and the bait appears to float on the water. These sets are also excellent for raccoon.

Find an ant hill, a moss-covered rock, or old

stump, and set the trap at the highest point, cover carefully so it will look as it did before. Place a muskrat or other bait about ten feet from the trap. The fox is suspicious, and will get on the highest point to look at the bait, and if your trap is placed on the highest point near the bait, you will catch the fox.

A drag or clog attached to the trap is better than staking the trap when you are after fox.

Set a trap near a runway on a knoll where the snow will blow away, cover the trap with an equal mixture of wood ashes and hen manure mixed fine, making a bed a foot in diameter. Scatter small pieces of bait near the bed.

Place two old dead limbs on an old logging road, the limbs about four inches thick and long enough to reach beyond on both sides of the road, leaving a space between the limbs in the centre of the road to set your trap; lay paper over the trap, and cover lightly with dry earth; use no bait or scent with this set.

Place bait in a hollow stump, and set the trap a few feet away, using a little good scent.

A good snow set is made by setting a trap in a place frequented by foxes, placing butter paper under and over the trap, brush the snow over it lightly with a branch, stick a black feather in the snow about a foot from the trap to attract the fox, and scatter small pieces of bait around the trap.

Some trappers collect deer hair, and when near the place they have picked out to set the trap, they cut an evergreen bush or limb and mix the hair with the bush, and then drag it after them, and set the trap in deer hair, sprinkling some hair over it, smoothing the snow over the trap with the bush, scatter small pieces of bait around the trap (do not handle the snow with

the hands or it will freeze), then go away dragging the bush after them. The fox will become accustomed to deer hair and the bait will attract them.

Make a mound of snow two feet high on a frozen lake, or hill where the wind sweeps, bury the clog in the snow and pack it hard, set the trap on the top a little lower than the top of the snow, so the wind will not blow the covering away. Cover and bed the trap in cattail fuzz or with waxed butter paper.

In settled communities, find an old road where foxes travel, break a trail by walking back and forth, and set the trap in the trail without bait, cover the trap with snow as above described, and push the drag and chain under the snow at the side of the trail.

When you catch a fox and he rolls around on the ground, that is a good place to set your trap again, and you are liable to catch another. When killing a fox, try to do it without drawing blood, or it will spoil your trapping at that place.

WOLF.

The wolf, of which there are many varieties, belongs to the dog family, and is very destructive to domestic animals and game, a bounty usually being paid by the government for their destruction. They are great ramblers, ranging over a large extent of territory, and, while they may vary somewhat, they usually follow the same passes through the hills and the same route across the flats.

In trapping for the prairie wolf, or coyote, the traps are usually staked, but for timber wolves it is advisable to use a thirty-pound stone as a drag. Never skin animals that are intended for bait for wolves, and use only fresh

bait. The urine of the wolf, bottled until it becomes rancid, as well as the sexual organs of the female taken when in heat and added to the urine, makes good scent, and brings the best results during the mating season.

Another good scent is made by placing half a pound of venison or raw beef chopped fine in a bottle, and allowed to decay for several weeks, then add a quart of animal oil and half an ounce of assofoetida dissolved in alcohol, and an ounce of pulverized beaver castors, mix thoroughly and bottle until ready for use.

If possible, ride to and from wolf traps, to avoid as much as possible the danger of leaving human scent. If traps are set before a rain or snowstorm, the chances of capturing the animal is greatly improved. A roll of oil cloth or canvas ten or twelve feet long, which may be used to stand on when setting the traps, and to carry away the surplus dirt, stepping on it and unrolling it to the place where you wish to set the traps, and rerolling it afterwards, and thus not stepping on the ground within ten feet of the traps, is highly recommended by many experienced trappers, as a means to avoid leaving human scent near the traps.

Bury traps near a carcass frequented by wolves, or where they follow a trail or runway, cover the trap with paper and sprinkle with dust. It is well to set two traps near together in a trail, so that if the wolf steps over one he is liable to step into the second.

Drive a stout stake into and level with the ground, fasten the bait on top of the stake, and attach traps to the stake, setting them in different directions the length of the chain from the stake, cover carefully; if the trap can be set between cactus or bunches of weeds so much the better.

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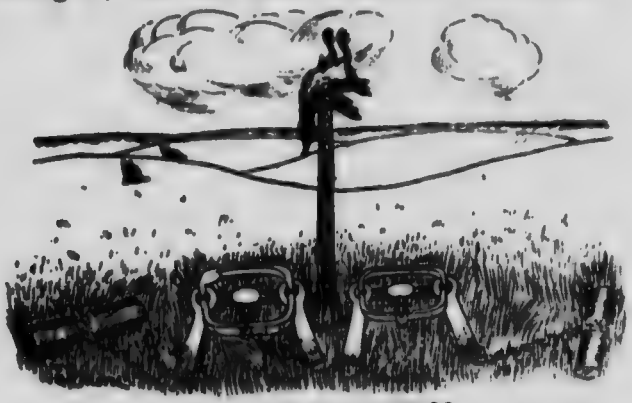
Place the bait on a stake four feet high, and set the traps around the stake, about ten feet from it. Wolves circle around a bait before taking it, and are quite likely to be caught.



Stake Set for Wolf.

Place the bait between two large logs or stones, and set traps at either end.

Sink the trap in a trail and burn a quantity of grass over it, do not disturb the ashes in any way. Wolves always dig in the remains of camp fires, so your chance of catching them is excellent.

Rub your boots in blood, and drag a bloödy piece of meat or entrails of a fresh-killed animal along a trail, and set traps about half a mile apart, leaving a few small pieces of meat around and about three feet away from the traps. A prairie dog mound where the hole has been filled up, is an excellent place to set a trap.

If you catch a female wolf during the mating season, put a chain around her neck and stake her out, setting three or four traps around and about twenty-five feet away from her. Feed her a rabbit each morning, and she will attract a

number of dog wolves before her usefulness is over, when she may be killed.

Haul a load of manure out on the prairie, place a trap on top of it, carefully concealed. Wolves like to get upon elevations and look over the surrounding country.

Make a pen of brush having one entrance; place the bait in the pen, and set two traps near the entrance.

MARTEN.

The marten also belongs to the weasel family. It is found in heavily timbered country and lives on flesh and eggs. It is about the size of a mink, but its fur, being longer, makes it appear larger. The fur is very fine and soft, varying in color from a rich yellow to almost black, and there is always a yellow or orange spot on the throat. The young are usually born in May, and there are usually three to five in a litter.

Marten travel in gullies and depressions in the hills and mountains, and when the trapper discovers their tracks in such a place, that is the place to set his trap, as they almost invariably follow the same route. Rabbit, squirrel, fish, small birds, mice, and almost any kind of meat is good for bait. It is well to leave good-sized pieces of horseflesh or other meat in the locality frequented by marten, and let them become accustomed to feeding on it before setting the traps.

Set several traps near the large bait under brush, logs and rocks, baiting with small pieces of fresh meat.

Make a cubby under a thick cedar or pine tree so the snow will not cover it, as described for mink, allowing a couple of boughs to hang over

the entrance to protect it from birds. Stake the bait at the back of the cubby and set the trap at the entrance.

Whenever possible, traps for marten should be set under brush or something to keep the traps from being covered with snow, and the bait being carried away by hawks and owls.

When snow is on the ground, cut a spruce about three inches in diameter, two feet above the ground, leaving the top of the stump V-shaped, lay the tree in the V so the butt will extend three feet beyond the stump, split the butt and place bait in the split, cut a notch for the trap in the tree about a foot from the butt, loop chain around tree or fasten with a staple, and when the marten is caught in attempting to reach the bait, he will fall off the tree and cannot get back again.

Nail bait to a tree twelve inches from the ground, set the trap six inches from the tree, place brush on either side of the trap, so the marten will have to pass over the trap in order to reach the bait. If snow is on the ground, place a piece of waxed paper under the trap to keep it from freezing, and cut green branches and arrange them about two feet above the trap to keep off the snow.

Cut a pole eighteen feet long and lean it against a tree, place moss on the butt of the pole where it leans against the tree and set the trap in the moss, nail the bait on the tree about a foot above the moss. As the snow becomes deeper, the pole can be raised higher on the tree. Dragging a piece of bloody meat around will frequently lead marten to your traps.

Cut a notch in a tree four inches deep and a foot high, set the trap on the bottom, and nail the bait at the top of the notch.

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Find where two trees come out of the same stump about two feet above the ground, place a chunk of moss in the fork and set the trap on it, nailing the bait a foot above the trap.

Make two cuts in a tree with an axe in the same direction as the grain, about five inches apart, and drive wooden pegs in the cuts; place the trap on the pegs, one peg through the bow and the other between the jaws and bottom of the trap, nail the bait one foot above the trap.

FISHER.

The fisher, sometimes known to trappers as the "black cat," also belongs to the weasel family. An average full-grown specimen measures about two feet from the nose to the root of the tail, the tail being about sixteen inches long, heavily furred, thick at the base and tapering to a point. Some specimens are much darker than others, the general color being a yellowish grey on the head and neck, light brown on the back and dark brown on the hind quarters, contrary to the usual rule, the under parts are darker than the back, and the legs and tail are of a brownish black color.

It feeds on both flesh and berries, and is slow to take bait when mountain ash berries are plentiful. They are great travellers, and follow wooded ravines whenever possible, having a regular route of travel, so that when you find a track, you may be reasonably confident that the fisher will again pass that way.

The fisher is very strong and when trapped will struggle as long as life lasts, so the trap should be fastened to a balance or spring pole or to a heavy clog. Fish, rabbit, mice, squirrel,

porcupine and mountain ash berries are used for bait, using the berries in connection with the meat.

One of the best methods to trap the fisher is to build a pen two feet high and three feet deep of split green wood, the split side inward, wide at the top and just wide enough at the bottom to set the trap, covering the pen with evergreen boughs. The pen should face the south, so the snow will not be as likely to blow in and fill the pen. By using the split side of the wood facing inward, you make the pen lighter, so the fisher may more easily see the bait. Suspend the bait at the back of the pen with a light wire, so the wood mice cannot destroy it. Set the trap at the entrance, placing a twig under the pan, so the snowshoe rabbit will not spring it when on his investigating tours.

Find where two trees grow about five inches apart, set the trap between the trees, and hang the bait between the trees about two feet above the trap.

Scrape up a cone-shaped pile of snow two feet high under a thick evergreen tree, bury the clog in the snow, pack the snow, and set the trap on the top of the cone, hanging the bait two feet above the trap.

A good place to make a set is where two ravines join, or at the points of swamps, or in narrow strips of timber which join larger bodies.

OTTER.

The otter is a carnivorous animal, having a long body, short stout legs, webbed feet and a long tail, thick at the base and tapering to a point. It has a comparatively small head, small ears set well down on the sides of the head

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and a thick neck. The under fur is fine and soft, while the outer or guard hairs are usually straight, long and coarse, varying in color from brown to almost black. The skin when stretched will often measure five feet from tip to tip.

The otter lives in and near streams and lakes, usually burrowing in the bank with the entrance under water, and feeds principally upon fish, muskrats, frogs and clams, all of which are used for bait. They are great travelers, following water courses and lakes, sometimes covering a hundred miles on a single trip. They have slides on the banks of streams, which they use apparently for pleasure, and, in the spring especially, they have landing places on logs and on the banks of streams where they roll in the leaves and sun themselves.

Otter usually travel in the centre of streams, and in the winter under the ice if the water is deep enough. If there are sharp bends in the streams, they will cut across, leaving distinct trails. They are very friendly with the beaver, and frequently live in the same pond or dam.

An otter, perhaps more than any other animal, is afraid of human scent, and, unless care is used, it is likely to be frightened from the locality where you are trapping, so that it is advisable to use a boat or wade the stream when setting traps for otter, and to always dash water over the set and surrounding land to wash away the human scent.

To trap the otter, make a small pond near the bank, about four feet in diameter, place live minnows and clams in the pond, set the trap in the pond in four inches of water and cover it with water-soaked leaves, whenever possible, attach the trap to the sliding wire or sliding pole, so the animal will drown. Some trappers attach a stone weighing about eight pounds to the chain

about eighteen inches from the trap, to weight it down and assist in drowning the animal. If the water is not deep enough to use the sliding wire, attach trap to a heavy clog or drag.

Another method is to make a break in an old beaver dam so the water will all flow through the opening, set the trap in the water at the upper end of the opening, driving stakes at either side, so there is a passageway left over trap eight inches wide.

Place brush in a narrow part of the stream, weight same with stones to keep them in place, leave an opening in the centre eight inches wide, in which to set the trap.

If you find where the trail passes across the land at a sharp bend in the stream, set the trap in the water at the end of the trail.

Set the trap in three inches of water at the foot of an otter slide, placing a twig under the pan, so that when the animal touches the trap he will think he has touched bottom and will put down his foot and be caught. A trap with teeth and a breast pan is the best for otter.

In the spring, find the otter's landing place, and set the trap in the centre of the trail, covering it with leaves and grass, placing chunks and brush on either side of the trap so as to leave an opening eight inches wide; attach clog to trap.

Make a pen in shallow water by driving fresh cut green stakes into the mud; set the trap in the opening, place a piece of beaver castor on a stick in the back part of the pen. The green stakes attract the otter, who mistakes them for beaver cuttings.

When ice covers the streams, find a pool where otters travel under the ice, cut a hole through the ice at either end, where the water is ten inches deep, make a pen of dead sticks ten by

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fifteen inches in size, fasten a fish to a stake in the back of the pen, set the trap at the entrance, and drive a stake about nine inches in front of the trap; the otter will have to twist his body around the stake to reach the bait in the pen, and will put his foot down and be caught. Cover the hole with ice and snow.

The sea otter found in the North Pacific is larger than the fresh water otter, and is not trapped, but is shot with the rifle.

BEAVER.

The beaver is an amphibious animal, resembling the muskrat, but much larger. It has a thick body, short neck, a flat, paddle-shaped, scaly tail about five inches wide and ten inches long, large webbed hind feet and small front feet.

It is usually of a reddish brown color, having soft, fine under fur, mixed with longer coarse guard hairs. Their food consists of bark and cottonwood, willow, birch, poplar and similar woods, as well as the roots of water plants.

Beaver build houses of sticks, stones and mud, making the walls several feet thick, and at times of a diameter of twelve feet, depending upon the size of the family. The houses have one or two entrances under water, and are built in lakes or in dams which are skilfully built by the beavers across streams, constructed of the same material as their houses. They also make holes in the bank, with the entrance under water, to which they can retreat in case their house is destroyed or when they are frightened.

In the summer and early fall they gnaw off saplings and young trees about a foot from the ground, cut them into lengths and drag them into the dam, where they are stored under water

near the house until required for food in the winter.

Cottonwood, poplar twigs and beaver castors make good bait.

It is advisable to always use a boat or wade the stream when trapping beaver, and dash water over everything you touch to wash away the human scent.

One method of trapping beaver is to make a pocket in a steep bank so the water will stand in the pocket; place the trap at the entrance in about three inches of water, with a dead stake at either end of the trap, so the beaver will have to go over the trap to reach the bait, place cottonwood or poplar twigs, with a small piece of beaver castor, in the pocket for bait.

In trapping beaver, always fasten the trap to a sliding wire or sliding pole, so the animal will drown when caught.

Make a leak in their dam and set the trap so it will catch the beaver when they attempt to repair the leak.

Drive a couple of green poplar or cottonwood sticks into the bank directly over the trap, so that the fresh cut ends of the sticks will show plainly, set the trap in three inches of water, placing dead stakes on either side of the trap so the beaver will step into the trap in attempting to reach the green sticks.

In the fall, set the trap at the foot of their slides in two inches of water, or if the trap is set a foot from the bank it should be in about six inches of water, as in the latter case the beaver will be caught by the hind foot, and will not be so likely to escape.

Find where their trail leads over the dam, and set the trap in the trail under water above the dam.

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In the spring after the ice is gone, set a few traps along a stream frequented by beaver, baiting with beaver castor. They travel at that time of the year, and you are likely to catch them at any place.

In midwinter and early spring they may be caught under the ice by cutting a hole in the ice near their house, where the water is about a foot deep, make a pen fifteen by twenty inches in size of old sticks, stake trap, and set it inside the pen, place a green cottonwood or poplar three feet long along one side of the pen, one end extending beyond the pen, and fasten it to the front and back of the pen; the beaver will work on the green stick and be caught in attempting to get the bait, or, in place of arranging the bait as in this set, make the pen as described, and drive green cottonwood or poplar sticks inside the pen, setting the trap in the centre. In either case, cover the hole in the ice with snow and ice so that it will freeze shut. After making this set, do not visit it for about a week, as the beaver will be frightened by you making the set, and will not go near it for several days, after which they will attempt to secure the green sticks for food and be caught.

If you see the snow melted on the beaver house in the winter when the snow is deep, you will know that the beaver is there, or cut a hole in the ice and place a green poplar stake in the hole, and if it is gone in a week you know beaver are in the dam.

BEAVER CASTORS.

The castors of the beaver are found underneath the body between the hind legs. A large castor will measure one and three-quarter inches in width and four inches in length. Overlying the castors are the "oil stones," which are smaller and contain a strong smelling substance

which is very attractive to mink and otter and is used for bait.

The castors should be removed, care being used so they will not be punctured, and then cured by being hung by a wire, so mice and rats cannot reach them, until the outer skin is dry, when they should be shipped to John Hallam, Ltd., to obtain the highest market prices.

Beaver Castors.

WEASEL.

The weasel is the smallest of the flesh-eating animals. In the summer it is of a brown color, usually turning to white in the winter, with a black tip to its tail, in which condition it is used to imitate the ermine of Europe. It is a very bloodthirsty animal, and kills for the love of slaughter. Weasels have their runways, which they cover at least once a week. Rab-

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bits, mice, small birds and poultry make good bait.

Find a hollow log where weasels have gone through, as you will see by their tracks in the snow, set the traps at either end of the log, place bait in the log, and the next time the weasel comes along he is yours.

Find where weasels travel under overhanging logs or bushes, hang a piece of squirrel or rabbit about eighteen inches from the ground and set your trap under the bait.

Make a little pile of snow where weasels run, set a trap on the side in chicken feathers, rabbit hair or cattail fuzz, cover the trap with same, sprinkle a little snow over the cover to hold it in place, and sprinkle blood over all. If desired, push a stick into the snow and hang bait over the trap. The weasel will see and be attracted by the feathers and blood, and investigate with disastrous results to the weasel.

Always fasten the bait for weasel, as they never eat food where they find it if they are able to move it away. Split open a fresh killed rabbit, and draw it from trap to trap, so as to leave a bloody trail, and any weasel that strikes the trail will be sure to follow it.

BEAR.

It is unnecessary to give a description of an animal so well known as the bear. All varieties found in Canada live both on vegetable and animal food except the Polar bear, which lives entirely on fish and flesh.

The mating season is in July and August, the young being born in February and March, usually two in a litter, and remain with the mother until fall. The fur becomes prime about the

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middle of November, and in Canada they commence to shed about the first of June. Fish, honey, pork, mutton, beef, game or apples are used for bait, while fish oil and beaver castors are very attractive to bear.

Many successful trappers build a V-shaped pen of logs, eight feet long and four feet high and three feet wide at the entrance, using a tree as the point of the V and to support the pen. Smear honey on the inside of the pen and place the bait at the back, and set the trap at the entrance. To prevent small animals springing the trap, take a small springy stick about eight inches long, push both ends into the ground so that the bow is under the pan of the trap; this should support a weight of twenty to thirty pounds. Cover the trap with moss. Drive pointed sticks at the sides of the trap, so the bear will step into it when he attempts to reach the bait. Traps for bear should never be staked, but the chain should be securely fastened to a clog of hardwood seven to ten feet long, weighing about a hundred pounds.

Another method is to place the bait and honey in a hollow log near where bears travel. Set the trap level with the ground at the entrance to the log, and cover with leaves or moss.

Bears are very fond of beech nuts, and a trap set on a beech nut ridge where bears travel in the fall of the year is very effective.

If you can find a tree clawed by bears, commonly called a "biting tree," nail the bait to the tree about five feet from the ground and set the trap at the foot of the tree.

In the spring bears travel along the streams to fish, and a water set is very successful. It is made by placing a fish on a stake in the stream about three feet from the bank, and placing the trap in the water between the stake

and bank, covering the trap with moss, the trap being set so the moss shows above the water. Place brush, not logs, on either side of trap, and the bear will step on the moss in order to reach the bait, and be caught.

LYNX.

The Canadian lynx, or lynx, as it is commonly known, belongs to the cat tribe. They have rather long legs, short tail and large feet, which are heavily furred, the toes being connected with a web which prevents them sinking in loose snow.

In the winter their general color is a silvery grey on the back, shading to white on the under parts. The fur is long and soft, and a ruff of longer fur is found on the sides of the face. The young are born in May, usually five to a litter.

Lynx are found in the thick woods and swamps. Fresh rabbit, squirrel and partridge are used for bait, while beaver castors, fish oil and muskrat musk is used for scent. Their sense of smell is rather poor, hence a good scent assists materially in their capture.

When caught, lynx make very little effort to escape or to drag the trap, hence the trap may be staked or clogged.

A good set for lynx is made by building a pen of split saplings, the split side facing inward, two and a half feet long and three feet high, wide at the top and just wide enough at the bottom to receive the trap. Roof with evergreen boughs, place the trap at the entrance and bait and scent on sticks at the back of the pen, or build a pen of rocks or brush, placing the bait and trap as described above.

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Hanging a rabbit skin, or a piece of red cloth, near the pen, so that it will swing in the breeze and catch the eye of the lynx, and cause it to investigate, is recommended by some trappers. This is especially effective when the set is along the shore of a lake, as the lynx walks out on the ice and may be too far away to scent the bait, but will see and be attracted by the swinging decoy.

Snare for Lynx.

Another method is to locate a good-sized tree where lynx frequent, tie a stout twine or wire to a rabbit for bait, and the other end to the limb, so the bait will be about four feet from the ground, set three or four traps in a circle under the bait.

Indians frequently capture lynx with a snare, by taking a stout cord or wire, and making a noose which tightens easily, and placing it between two bushes or brush, leaving an opening about a foot wide, so that when the lynx attempts to walk through the opening it will be caught. Others place the noose higher, so that when the animal attempts to jump through the opening it is caught.

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WILD CAT.

The bay lynx, sometimes called the catamount or bob-cat, and known to the fur trade as wild cat, is smaller than the Canadian lynx, but resembles that animal in general appearance. The true wild cat of Europe is not found in North America.

The color of its back and sides is of reddish brown, overlaid with grayish hair, the underparts are light colored and spotted, the throat is surrounded with a collar of long hair, its tail is about five inches long, tipped with black, while the ears are tipped with black hairs. The hair of the wild cat is shorter and coarser and the feet smaller than the Canadian lynx.

Wild cat usually live in natural dens in the rocks, but they sometimes live in swamps. They live on rabbits, partridge, sage hens and other small animals and birds that they capture. They are very fond of mutton, and cause great loss to the stockmen by killing their sheep.

The same sets, bait and methods used in capturing the Canadian lynx may also be used for wild cat. Dragging a piece of bloody meat along the trail to your traps will frequently increase your catch.

COUGAR.

The cougar is known in different localities as the panther or mountain lion, and is the largest member of the cat tribe in Canada. It frequently measures seven feet from tip to tip, and weighs up to one hundred and seventy-five pounds, its tail being about two and a half feet long.

Its color is usually of a yellowish brown on the sides, slightly darker on the back, and white on the under parts and throat.

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Cougars prey on deer, and are very destructive to domestic animals. They usually secure their prey by watching on an overhanging rock or limb, springing upon their unsuspecting victim and breaking its neck by a twist of the head.

When food is plenty, they only suck the blood of their victim, and do not return for a second meal. Practically the only way to trap them is to set a trap by the remains of a freshly-killed animal, and should the cougar return by chance for a second meal it may be captured. The trap should be fastened to a heavy clog, and the trap and clog carefully concealed, as the cougar is a very suspicious animal. They are frequently hunted with dogs, and when chased take to a tree, when a rifle bullet soon ends their career of destruction.

BADGER.

The badger is a carnivorous burrowing animal, with a heavy broad body, short stout legs furnished with long, strong claws adapted for digging. It has small black eyes, short tail and round short ears. The hair is of a yellowish gray color, darker on the back, with a white line bordered with black running over the face neck and head. Each separate hair shows a number of colors, giving the animal a grizzled appearance.

The badger usually has several dens near each other, and being naturally timid, they seek safety in their dens when disturbed, but when cornered they fight desperately. They hibernate in the winter, the young being born in the spring, usually three or four at a litter. Rabbits, mice, birds, frogs, gophers and prairie dogs make good bait.

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Set trap at the entrance to the den, bed the same so that the top of the trap is level with the ground, stake securely, driving stake out of sight in the ground.

Or set the trap between clumps of brush or cactus, placing the bait behind the trap, so the badger will have to step into the trap to reach the bait.

WOLVERINE.

The wolverine, "car-cajou," or "skunk bear," as it is sometimes known, belongs to the weasel family, of which it is the largest, most destructive and cunning.

An average specimen measures thirty inches from the nose to the root of the tail, while the tail is about ten inches long, exclusive of the long hair. It has long fur of a dull brown color, with a lighter stripe along the sides, black feet and legs and a black patch about the eyes. It has white curved claws and large strong teeth.

The wolverine is a great glutton, will fol low the trap line, destroying the sets, and consuming the bait and the catch, causing great loss and inconvenience to the trapper.

It is one of the hardest, if not the most difficult animal to trap, but it may sometimes be taken by tying a live rabbit or other bait to a stake, and setting the traps around in a circle, covering the traps carefully and attaching same to a heavy log or drag, but the most satisfactory way is to place a good portion of strychnine in the bait, and thus accomplish the desired result.

GINSENG.

Ginseng is considered of very little medicinal value in this country, but is highly prized in

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China, to which country nearly all the ginseng is exported. America supplies but a small portion of the ginseng used in China, the bulk being imported from Korea and Manchuria, and brings a higher price than the American wild-grown root, while American cultivated root and the Japanese ginseng brings a less price.

Chinamen for many generations have considered ginseng one of the best of cordials and tonics, a cure for stomach and heart troubles, and the best of invigorators of failing forces. The root that assumes the shape of the human form is especially prized, and the fortunate Chinaman who possesses a root of this formation places it among his household gods.

Ginseng Plant.

Ginseng, in the wild state, is usually found in patches in poplar, beech and sugar maple forests, and is more frequently found on hillsides than in the lowlands, as it requires a rich, black soil, well drained and shaded for its growth.

Ginseng that is at least four years old is about eighteen inches high, with a stem about the size of a leadpencil growing from the root each year

and lying down in the fall, leaving a scar at the top of the root. Roots have been found showing that they were over fifty years old. At the top, the stem divides into three or four branches, each usually having five leaves resembling the leaf of the ash, two of the leaves being smaller than the others. In the spring of the fourth year a small button-like cluster of green berries can be seen growing at the top of the stalk at the base of the leaf stem, which ripen in the fall into bright red berries, each containing two seed.

The root should be carefully dug and handled so that it will not be broken, or the outer bark peeled off; it should not be scrubbed, but washed with a hose, or washed around in a tub of water until it is clean. Then it should be thoroughly dried, so it is hard as a bone, as dealers will not pay $5.00 per pound and upwards for water, and moist root will mold before it reaches China. To dry the root, it should be spread out so the air can circulate freely, and yet be protected from dew and rain, or it may be dried by artificial heat with a temperature of not over 85 degrees. When the root is thoroughly dry, stir it around so the small root fibres will be removed, and ship the fibres separate, as they are much less valuable than the root itself, and if left on the root will decrease the price paid for the shipment.

Many people are cultivating gensing at the present time, the best results are abtained by planting in beds in new ground having a sandy loam soil, well drained, thoroughly pulverized, enriched with leaf mold or well rotted manure, on a level or northerly slope of land.

Artificial shade is best, as trees will take up the moisture and strength from the soil. The beds are usually covered with a frame work

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about six feet above the ground, covered with lath about one-half inch apart, with the cracks running north and south, so the shadow will change with the sun. Some growers place brush on the frame work, others plant wild cucumber vines so they will run over the frame work for shade, and others use canvas. A tight fence should be placed at the north and west sides to keep out the winds that come from those directions, and a light fence two feet high on the other sides.

Young plants may be set out in the beds six inches apart each way, care being taken in transplanting to keep them out of the sun, and to avoid breaking off more of the fibre roots than is absolutely necessary. Mulch with leaves or manure in the fall, and keep out the weeds, and ginseng will care for itself, unless it should be attacked by disease, when the remedy applicable to the disease will have to be applied.

In starting a bed from seed, plant the seed about four inches apart, in thoroughly enriched well pulverized beds. Mulch in the fall, but do not be disappointed if you see no signs of life the next year, as it requires from eighteen months to two years for the seed to germinate. When the plants are two years old they may be placed in the permanent beds.

The soil and conditions of a ginseng bed should approach as near as possible the conditions under which the wild plant grows, except in the matter of shade, which should be artificial. It is advisable for the beginner to visit another grower whenever possible, and see just how he laid out his beds and cultivated his plants, and by this method learn from practical observation many points that will materially aid him in laying out and planting his garden.

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We are constantly in communication with ginseng growers having plants and seed for sale, and on request will give their names and addresses to any person who is interested.

GOLDEN SEAL.

Golden seal, or Hydrasitis Canadensis, is known locally by a number of different names, as yellow root, yellow paint, Indian dye, golden root, Indian tumeric, eye balm, ground raspberry, and many others, the majority of which names refer to the yellow color of the root.

The Indians have used it for many years as a

Golden Seal Plant.

cure for dropsy, canker mouth, disorders of the stomach, and for blistering, as well as for dyeing the bright yellow color seen on their baskets and other work.

It is in strong demand by manufacturing pharmacists, who extract hydrasitine and other products from the roots, it requiring one hundred pounds of the dry root to produce from one to three and a half pounds of the extract. Prices

vary, but as high as $4.25 per pound has been paid for the dry root within the last year. It proves to be a valuable root to be gathered by the trapper during his off-season.

Golden Seal grows in patches on the hillsides in high open woods, where there is plenty of leaf mold and good natural drainage. It is found in Western Ontario, and possibly in other parts of Canada. It has a thick yellow root, and throws up a slender purplish stem about a foot in height, with yellowish scales around the base of the stem. It has two and sometimes three leaves, the stem seeming to fork at the top, one branch bearing one large leaf, the other a smaller leaf and a greenish white flower in the spring, which ripens into bright red berries in August, resembling a large raspberry, from which it takes its common name of ground raspberry. Each fruit contains ten to twenty seed. The leaf resembles the maple, having five to nine points unequally toothed. The root when fresh and full-grown is of a bright yellow color, both externally and internally, from 1½ to 2½ inches in length and from ¼ to ¾ inches thick, having a number of fibrous rootlets, and when dry the root is wrinkled and crooked, of a dull brown color on the outside, breaks easily, and shows a lemon yellow color inside.

The root should be dug in August and September, be carefully washed and thoroughly dried by exposing it to the air, turning it once a day, and protecting it from dew and rain during the drying process. If not thoroughly dried, it will mold and mildew and be worthless.

Golden Seal is being successfully cultivated by making beds in a grove, or in second-growth timber, that are well drained, or in gardens, in the latter case artificial shade must be provided.

which is usually done by making a frame six feet high, upon which lath are nailed one inch apart. The bed should be in sandy soil, or in leaf mold, thoroughly pulverized to a depth of six inches, and plenty of good rotten manure worked in the ground. The best method of starting the bed is to cut up green root, so that one or two buds are on each piece, which should be planted two or three inches apart in shallow trenches, and covered with an inch of loose dirt, the trenches being six inches apart, then cover the bed with leaves and mulch. The roots should be dug after the second year, and experiments show that about 1,500 pounds of dry root may be produced per acre. Small plants may also be set out in the same manner, but the artificial propagation from seed has not been successful.

BLACK AND SILVER FOX FARMING.

The culture of the Black and Silver Fox is a comparatively new industry that has made rapid strides in the past few years, and has reached its highest development on Prince Edward Island, where there are located over two hundred "farms" devoted to this industry.

There is considerable discussion among scientists and others as to the origin of these foxes, some claiming they are freaks descending from the Red Fox, while others claim that the Black Fox is a separate and distinct species. Whatever their origin, the fact remains, that a Red Fox will occasionally be found in a litter with Silver Fox, and some writers claim that by taking a pair of cross fox, which is an acknowledged variety of the Red Fox, and by selecting the darkest out of each litter, and by inbreeding, that a strain of Silver Fox may be developed.

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This method requires several years of care and study to reach a successful termination. A second method is to breed a good male Black Fox with a cross or dark Red Fox, and some Silver Fox will frequently be found in the litter, while the most trustworthy method is to secure a good pair of Silver Fox and breed from them, keeping the best of their offspring for breeding purposes, and disposing of the culls to pay the running expenses of the farm, thus constantly improving the stock both in quality and quantity, with their attendant profits.

In selecting foxes for breeding purposes, care should be used to select animals of good color, of a quiet disposition, with a fine glossy pelt, of about fifteen pounds in weight, averaging about three feet from tip to tip, and if possible of a prolific strain.

The fur of the Silver Fox is not tipped, as many people suppose, but is silver barred or ringed, there being the black hair, then the silver, then the black tip, some specimens having much more of the silvery appearance than others.

The pelts bring from one hundred to twenty-five hundred dollars at the London sales, while a good pair of Black Foxes for breeding purposes are quoted as high as six thousand dollars. From the increasing demand for foxes for breeding purposes, as well as the increasing price paid for the pelts, there does not seem to be any possibility of an over-supply of pelts of a good quality.

Foxes are usually mated in pairs, although sometimes two females are placed with one male. They mate from the first of February to the middle of March, depending on feeding, state of the weather and age of the female, the young being born about fifty-two days later, two to

eight in a litter, about seventy-five per cent. breeding when one year old.

Each pair is kept in an enclosure about thirty feet wide and sixty feet long, enclosed with No. 16 woven wire having a two-inch mesh and ten feet high, supported by posts, on the top of which irons are placed extending inside for two feet, over which irons woven wire is stretched to prevent the foxes from climbing over the fence, while the wire should extend at least three feet in the ground to prevent them digging out.

Poultry wire should not be used, as they will snap a hole in it and escape. It is advisable to lay a strip of woven wire three feet wide just under ground inside the fence, as it will also aid in preventing their escape, as they will usually give up digging when they find themselves stopped near the surface of the ground.

Alleyways four to six feet wide should separate each pen, so they cannot fight through the fence and annoy each other during the time of mating and gestation.

A second fence should surround the pens, as a greater security to prevent the escape of the foxes, and also to prevent visitors and stray dogs from annoying the foxes. A board fence four to eight feet high should be placed between the pens during the mating period, a movable fence being the better, which can be removed at other seasons of the year, and will not hold the snow as much as a permanent fence.

The enclosure should be well drained, and if possible located on the side of a hill having a southern exposure, having any kind of soil except clay. If there are trees in the pens, sticks should be nailed to them at right angles to the tree, about six feet from the ground, and woven wire placed on them to prevent the foxes from

climbing the tree, with the possibility of their escaping or falling and injuring themselves.

Many varieties of kennels are used. One of the best is made of wood or concrete, two stories high, the entrance to the second story being from below and to the lower by means of an elbow entrance, the roof made so it can be removed so the foxes can be secured and the kennel disinfected. A kennel 4 x 6 feet and 4 feet high to the eaves is large enough, and a box or barrel can be placed in the upper story for a nest.

Place plenty of boxes in the pen having smooth opening that will not injure the fur, for hiding places for the foxes. A pile of sand is an excellent thing to have in each enclosure, so they may dig and play in it.

There is a difference of opinion as to the best food for Foxes: some breeders recommend fish, but the majority advocate feeding well-hung or boiled meat. Breeding, feeding, and raising represent the secrets of the fox farmer. and he must learn which is the best in his particular locality from careful observation and experience.

The foxes are killed by smothering or by the use of chloroform, so their pelt will not be injured.

The most successful fox farmers will rarely admit visitors to view their stock, as the presence of a stranger tends to frighten the foxes and to make them nervous, and many plant bushes or a hedge around their outer enclosure to obtain greater seclusion for their stock, as too much care cannot be taken to protect the foxes from worry or excitement to obtain the best results on the farm.

The choosing of a reliable firm to whom you may safely sell your skins is one of the import-

A Section in our Hide Cellar, showing part of Beef Hides.

We Know a Trial Shipment shows the Right and Wrong Place to Ship your Furs.

ant features of fox farming, and Mr. John Hallam, who has made a specialty of handling high-class skins for many years, will take pleasure in placing a value on your skins, and if his valuation should not meet with your approval he will immediately return the skins to you at his expense. Thus you are amply protected in shipping to a firm whose commercial standing is beyond question.

MUSKRAT FARMING.

Only one animal in the world, the European Rabbit or Coney, exceeds the Muskrat in the number of skins marketed. Marshes are being drained and put under cultivation where once the Muskrat lived. They are being trapped for their fur on account of the high prices it brings on the market, until many persons who still own suitable marshes are prohibiting public trapping therein, and are reaping the harvest of pelts themselves, which annually pay a good investment on land heretofore considered worthless, while others are engaging in muskrat farming by enclosing ponds and marshes with a five-foot wire mesh fence, with an additional two feet being sunk in the ground, and board eighteen inches high placed around the bottom of the fence to keep the Muskrats in, and their natural enemies, such as the Mink, Fox, and Weasel, out.

Before fencing a pond or marsh, be certain that the pond does not freeze to the bottom in the winter, or your Muskrats will be killed, as they must have water. Dams are sometimes built at the outlet of the pond to raise the water. Inside the enclosure, turtles and snakes should be religiously pursued and killed, as they prey on the young Muskrats.

You can capture your breeding stock in wire box traps and in barrel traps, the traps being visited several times a day, so the Muskrats will not drown or injure each other by fighting.

If there are plenty of water lilies, flags, and other water plants in the pond, no artificial feeding is necessary, but if food becomes scarce, you should supply them with carrots, parsnips, cabbage, and other vegetables.

As Muskrats are very prolific, one pair increasing to about twenty Muskrats in a season, you should be able to harvest a good crop of pelts and carcasses to sell when prices are highest about the first of March, leaving a sufficient number so you will be assured of plenty of stock for the following year, thus turning waste land into the most profitable portion of your farm considering the acreage used.

MINK FARMING.

Owing to the high price of Mink, many have attempted to raise this valuable animal, usually with very poor success.

Wild stock for breeding purposes is considered the best, and can be captured in a box trap by placing a live chicken inside the trap as a bait, but protected with a wire screen, so the Mink cannot reach it, and in attempting to get the chicken the Mink will enter the trap and be caught.

The wire fence surrounding the pen should be sunk in the ground two feet with boards around the fence two feet high.

Plenty of fresh water should be provided, and flesh and fish fed the animal.

They should never be injured, and should not be frightened.

It is almost impossible to tame a wild Mink, but the young after several generations become somewhat tame.

Animals for breeding purposes should be caught during cold weather, as, especially when first confined, they will try to escape from the pen, and may injure themselves, and the injury become fly flown if caught in the summer, but if caught in the winter they will become more content by the time hot weather arrives, and not be so liable to injure themselves.

To make a success of Mink farming you have to make a close study to their habits, and as some have succeeded, you can also, if you are observing and use your brains, so meet the problems as they arise.

SKUNK FARMING.

Owing to the high price of Skunk, many are raising this valuable animal, and if you do not object to the odor, you should be able to make a good profit on a very small investment.

The pen should be surrounded with one-inch mesh wire netting five feet high, extending two feet in the ground to keep dogs out, and metal or board sheeting around the bottom twenty inches high to keep the young in the pen.

The size of the enclosure depends upon the number of Skunk you keep. If you make it too small the fur is not as good as that of the wild animal, the skin is thin and the flesh side is white, while that of the wild Skunk is pink, and the skin bringing a lower price.

Catch your own breeding stock in box traps or by digging them out of their dens. Never frighten or strike the Skunk, and they will soon become tame. Their scent is only emitted to

protect themselves, and if kindly treated you will have little reason to complain of the strong odor.

Skunk will eat anything a dog eats, such as meat, bread, milk, and various fruits. Provide plenty of fresh water for them to drink; boxes for their sleeping quarters, and give them plenty of bedding.

Use star and short stripe Skunk for your breeding stock and the young will usually all run black.

HANDLING AND SHIPPING FURS.

Trappers lose a large sum of money each season by careless and ignorant methods in handling their furs, and many a good skin has been ruined and the dealer cursed because of the fact.

The following are a few hints to the trapper which, if followed, will mean more money in his pocket.

SKINNING.

There are two methods of skinning fur-bearing animals, namely, "open" and "cased."

The raccoon, bear, beaver, badger, and cougar should be skinned "open," while the mink, marten, weasel, fisher, fox, skunk, wolf, wolverine, muskrat, house cat, and wild cat, should be "cased."

To skin an animal "cased" cut from the feet down the inside of the hind legs to and around the vent. Peel the skin carefully from the hind legs and skin the tail by slipping a slit stick over the bone, and by gripping the stick with the right hand, with the bone of the tail between the second and third fingers, and holding the animal with the left hand, the skin may be

stripped off easily. Or the tail may be split part way down on the under side and the bone removed. If the bone is left in the tail it is quite likely to spoil.

Peel the skin from the body by drawing it toward the head, keeping the skin as free from fat and flesh as possible. Draw the skin from the front legs, leaving the feet on the skin, cut the skin loose around the eyes and ears, and when removed the skin will be in the shape of a long pocket, flesh side out.

As the muskrat has no fur on its tail, the tail can be cut off. The tail of the otter should be ripped open on the under side for its entire length and carefully skinned.

To skin an animal "open," cut from the point of the lower jaw down the belly to the vent, down the back of the hind legs, and on the inside of the front legs across the breast to the point of the brisket, then peel off the skin. Animals such as bear, mountain lions, and wolves, that can be used as rugs or mounted, should have the feet skinned out to the end of the toes, leaving the claws attached to the skin. The feet of other animals may be cut off.

In skinning the beaver, cut off the feet; cut from the point of the lower jaw to the vent and around the tail; do not cut down the legs. Skin the animal perfectly clean, so that no flesh adheres to the skin.

To take the pelt off a frozen animal on the trap line, put it in a spring or running water for a few minutes, and it will thaw sufficiently to be easily skinned.

STRETCHING.

After carefully removing all flesh and fat from the "cased" skin with a dull hatchet or knife, they should be stretched on smooth boards

having beveled edges; the board should be of the same width for its entire length, except that it is pointed for the head, and a couple of small nails or tacks driven in the hind legs to hold them in place.

Beaver should be stretched "round" by using a hoop, fastening the skin at each quarter, then with a sacking needle and twine sewing through the edge of the skin and around the hoop; use a separate twine for each quarter, and you can easily loosen or tighten each quarter to obtain the desired shape.

Raccoon should be stretched "square," other open skins stretched in their natural shape, by tacking along the edge of the skin to a board, flesh side out, then the flesh and fat removed.

Fox, fisher, wild cat, wolf and lynx should be removed from the boards before they become too dry, and turned fur side out; all other furs should be left with the flesh side out.

DRYING SKINS.

After the skins are stretched and fleshed, place them in a cool, dry place to dry, where they are protected from flies; never place them in the sun or near a fire. Never wash the skins, or place salt or other preparations on them, nor try to tan them, as skins handled in this manner are not worth as much as if they were carefully stretched and dried.

PACKING

furs properly is very important. After they are stretched, cleaned, and dried, do not roll them, but place them in a bundle, perfectly flat, except larger skins, such as bear, wolf, and otter, which frequently have to be folded to make a neat bundle.

Write your name and address on one of our "Identification Tags," and place it inside of

each package, thereby enabling us to make you prompt returns should the outside tag be torn off or badly discolored.

Do not put your fur in an old sack full of holes, nor carelessly tie up a good sack. Fur is valuable; avoid tempting some dishonest person to help himself to your fur by sewing all bundles securely, except when sending them by mail: then tie securely; if sewed, the postage required on the package is doubled.

Ship in bags or bundles whenever possible, as boxes or barrels increase express charges and are no more secure than a well-sewed package.

SHIPPING.

Always ship furs by express or mail; never by freight. Packages weighing not more than four pounds may be shipped by mail at a rate of one cent per ounce, provided the package is tied, so it may be inspected by the postal authorities; if sewed or sealed, the rate is two cents per ounce. Small packages sent long distances are transported better and cheaper by mail.

Write your name and address on one of our Shipping Tags, and fasten it securely to the bundle. At the time of shipment always mail us a memorandum, showing the number and kind of furs shipped, and state whether they were shipped by mail or express, and state whether you wish your returns sent by check, draft, express, money order, or post-office order. Unless otherwise ordered, we remit by check, as a duplicate check can be issued should the original be lost; and, above all, be sure your tag is addressed to **JOHN HALLAM Limited, 111 East Front Street, Toronto, Ontario,** if you desire to receive courteous treatment, highest prices, and prompt returns.

INFORMATION.

As we are in constant touch with the principal fur markets of the world, we will be

pleased to give our shippers any special information concerning market conditions, our business, or concerning anything that will be of benefit to them, so be perfectly free to ask for it. We would appreciate it very much if you will send us the names and addresses of your friends and neighbors who trap or deal in fur, so that we may mail them our price list, as the larger business we do, the higher prices we are enabled to pay you, as a large volume of business cuts down the percentage of running expenses; thus you help them, you help us, and you help yourself.

GAME LAWS OF CANADA

The following synopsis of the Game Laws of Canada were carefully compiled from the Game Laws of the various Provinces.

As the Game Laws are frequently changed, sometimes by Order-in-Council, and special laws apply only to certain counties, we suggest that you write to the Game Warden of your District for any further information regarding the laws, or concerning any point that you wish explained.

ALBERTA

UNLAWFUL to hunt, trap, take, shoot at, wound or kill Bison or Buffalo, Female Deer, Female Moose, Female Mountain Sheep, Female Antelope, or their young under one year of age; English Pheasant, Elk or Wapiti, before November 19, 1915; Hungarian Pheasant or Hungarian Partridge, before October 1st, 1913.

Beaver before December 31st, 1915, unless the Act in relation to Beaver is suspended by the Lieutenant-Governor-in-Council.

Shall not destroy, partially destroy, or leave open any Muskrat, or Beaver House, or Beaver Dam, nor use or set poison for Fur Bearing Animals or Game; nor to take, shoot at, wound, or kill any game in or upon any portion of a park or preserve, nor to carry firearms on the same; nor export unprime skins or pelts of fur bearing animals except by permission of the Minister of Agriculture.

OPEN SEASON.—Mink, Fisher, Marten, November 1st to April 1st; Otter, Muskrat, November 1st to May 1st; other Fur Bearing Animals not protected, except as mentioned above, and can be caught at any time, but should not be caught except when the fur is valuable, which is from about November 1st to April 30th of each year.

Male Caribou, Moose, and Deer, November 1st to December 15th; Male Mountain Sheep and Goats, September 1st to October 15th; Prog Horn Antelope (Male), Grouse, Partridge, Pheasant, Ptarmigan, Prairie Chicken, October 1st to November 1st; Cranes, Shore Birds, Snipe, Sandpiper, Plover, Curlew, September 1st to January 1st.

Ducks, Swans, August 23rd to January 1st. Provided, White Winged Scoter may be shot at any time north of Township 50.

LICENSES.—Resident, Big Game, $2.50; Game Birds, $1.25. Farmers or Farmers' Sons, residing on their lands, $1.00. Guide or Camp Helper, $5.00; Game Dealer, $10.00; Market Hunter, $5.00.

NON-RESIDENT.—General, $25.00. Game Birds, $5.00. To trap Fur Bearing Animals, $10.00.

Fur Traders must report during the first fifteen days in June of each year to the Minister of Agriculture the number and kind of pelts or skins bought, sold or bartered for in the Province.

We want you to Ship your Raw Furs to Us and get best possible returns.

BRITISH COLUMBIA

UNLAWFUL to hunt, trap, take, shoot at, wound, or kill Cow or Calf Caribou, Cow Moose, Elk or Wapiti, Deer (Fawn), Mountain Sheep (Ewe or Lamb), Buffalo, Ducks, Snipe, Grouse, Prairie Chickens, Ptarmigan, Pheasants, Quail, Geese, Black Game, Capercailzie, Partridge, Swan, Gull (except by orders of the Lieutenant-Governor-in-Council), nor any game in Elk River, Yalakom and Fort George Reserves or any other game reserve. Bull Moose south of 52nd Degree of latitude, except in the Columbia Electoral District until September, 1916.

OPEN SEASON.—Bear, north of the main line of the C. P. R., September 1st to July 15th; Land Otter, Marten, November 1st to March 31st. Beaver, November 15th, 1913, to March 31st, 1914; afterwards November 1st to March 31st. Except a closed season is declared on Beaver throughout the watershed of the Okanagan River and Lakes between Penticton and the international boundary line, in the Similkameen Electoral District, until November 1st, 1914. All other fur bearing animals not protected and can be caught at any time, but should not be caught except when the fur is valuable, which is from about November 1st to April 30th of each year.

Male Mountain Sheep (except in Yale, Similkameen and Okanagan Electoral Districts, until September 1st, 1916), September 1st to December 15th. Bull Moose north of the 52nd Degree of latitude and in the Columbian Electoral District, September 1st to December 31st. Bull Caribou, September 1st to December 31st.

Mule Deer, except on Queen Charlotte Island, September 1st to December 15th. White-tailed Deer (except on Queen Charlotte Island and Similkameen and Okanagan Districts), September 1st to December 15th.

We will send our Market Reports to any Post-office in Canada.

Columbian or Coast Deer over one year of age may be shot on Vancouver Island, the islands adjacent thereto, and Islands Electoral District from September 15th to December 31st, 1913, and on the mainland and islands adjacent thereto (except Queen Charlotte and Lasqueti Islands), September 1st to December 15th, 1913.

Bittern, Heron, Plover, Meadow Lark, September 1st to February 28th.

LICENSES.—Resident. To hunt Birds and Deer (other than Moose, Wapiti and Caribou), $2.50. To hunt Birds and Big Game, $5.00. To hunt Birds and Big Game and to trap Fur Bearing Animals, $10.00. To act as Guide, $5.00. FREE to prospectors having a free miners' certificate, and to farmers and their sons hunting on the land on which they permanently reside.

NON-RESIDENTS. — General, for season, $100.00. Bear (in season), $25.00. Bird, for season, $50.00. Bird, weekly to British subjects, $5.00. Anglers, for one year, $5.00.

MANITOBA

UNLAWFUL to hunt, shoot at, wound, kill or destroy Bison or Buffalo, Fawns under one year of age of Deer, Cabri or Antelope, Elk or Wapiti, Moose, Reindeer or Cariboo, at any time; Pheasant until October, 1920; to destroy Muskrat or Beaver Houses. Otter or Beaver in that portion of the Province lying South of the 54th parallel north latitude, nor to shoot or shoot at Muskrats at any time, nor to set traps, nets, snares, gins, baited lines or contrivances for game birds or big game animals, nor to set out poison or poisonous substances, nor ship out of the Province any unprime skin or pelt of a fur bearing animal, nor to trap or hunt on any game preserve.

We have only Experts to Handle your Furs; such is necessary to give right results.

RAW FURS AND HIDES

OPEN SEASON.—Mink, Fisher or Pekan, Marten, Sable, November 1st to April 1st. Trapping Muskrat, November 1st to May 1st. Beaver and Otter in that portion of the Province lying north of the 54th parallel north latitude, November 1st to April 30th. Other fur bearing animals not protected except as mentioned above and may be caught at any time, but should only be caught when the fur is valuable, which is from about November 1st to April 30th of each year. Deer, Cabri or Antelope, Elk, or Wapiti, Moose, Reindeer and Caribou, December 1st to December 15th. Grouse of any variety, Prairie Chicken, Partridge, October 1st to October 20th. Upland Plover, July 1st to January 1st; other Plover, Quail, Woodcock, Snipe and Sandpiper, August 1st to January 1st. Wild Duck, September 1st to December 1st.

LICENSES.—Resident; Trapping by farmers and their sons residing in the Province and trapping on land owned by the farmer, no license required. Trapping by other residents of Province, permit required. Cold storage plant storing game birds or game animals, $2.00. Dog Trainer, $10.00 Taxidermist $5.00. To procure birds and eggs for scientific purposes $5.00. Hunting big game $2.00, game birds $1.00. Non-residents. Trappers if resident of Canada but not of Manitoba, $25.00. Trappers if not residents of Canada, $100.00. Dog trainer, $15.00. To buy or take in exchange furs from a trapper, $50.00.

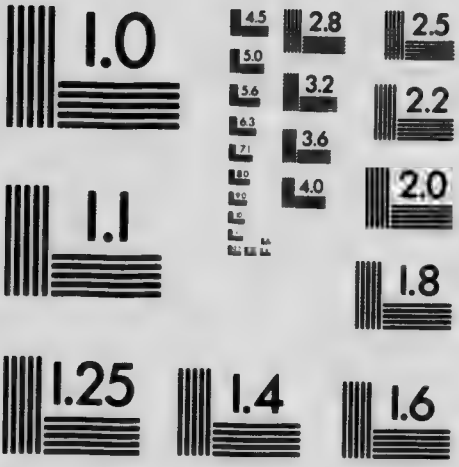
Hunting.—British subject, $15.00; other than British subject, $50.00. Every person hunting big game must wear a coat or sweater and cap of a white material.

NEW BRUNSWICK

UNLAWFUL to hunt, take, trap, injure, snare, shoot, wound, kill or destroy, Cow Moose, Cow

MICROCOPY RESOLUTION TEST CHART

(ANSI and ISO TEST CHART No. 2)



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Caribou, Calf Moose. The killing of Beaver is prohibited until July 1st, 1915, and of Sable until July 1st, 1916. Unlawful to trap or snare any game except fur bearing animals. Unlawful to kill deer on Grand Manan Island before September 15, 1919.

OPEN SEASONS.—Mink, Otter, Fisher, November 1st to March 31st; Muskrat, March 25th to May 15th. All other fur bearing animals not protected except as mentioned above and can be caught at any time, but should not be caught except when the fur is valuable, which is from about November 1st to April 30th of each year.

Deer, Bull Moose, Bull Caribou, Partridge, Snipe, Woodcock, September 15th to November 30th; Wild Goose, Brant, Teal, Wood Duck, Dusky or Black Duck, September 1st to December 1st. Bounty on Wild Cats, $1.00.

LICENSES.—Resident for Moose, Caribou and Deer, $3.00. Guides or Camp Helpers, $1.00. Sink Box, $1.00. Taxidermist, $1.00. Dealer selling meat of deer at retail, $1.00. Dealer in hides, or skins of game and fur bearing animals, $2.00. Non-residents. Moose, Caribou and Deer, $50.00. Deer, $10.00. Game Birds in Province except in Westmoreland County, $10.00. Game Birds in Westmoreland County, $25.00. Trapping for fur bearing animals, $25.00. Dealer in hides or skins of game and fur bearing animals, $25.00.

NEWFOUNDLAND

UNLAWFUL to hunt, trap, take, shoot at, wound, or kill, Beaver until October, 1918; Moose, Elk, Capercailize, until October 12th, 1917, or to trap or hunt game or fur bearing animals in certain territory along the railway running from Goose Brook to Grand Lake, nor Reindeer within the area lying eastward of Woody Point, in the southwest of Pistolet Bay, and a line drawn from

said Woody Point to Northern Arm in Hare Bay. Unlawful to export live fox or foxes except such as have been bred on fox farms of the Colony. Must remove snares set to capture fur bearing animals before December 15th. Not allowed to expose poison or poisonous substances.

OPEN SEASONS.—Otter, Marten, Lynx, October 1st to April 1st; Muskrats, October 1st to May 1st; Fox, October 15th to March 15th. All other fur bearing animals not protected, except as mentioned above, and can be caught at anytime, but should not be caught except when the fur is valuable, which is from about November 1st to April 30th of each year. To shoot Rabbits or Hares, September 20th to January 1st; to trap or snare Rabbits or Hare, September 20th to March 1st; Caribou, August 1st to September 30th and October 21st to January 31st; Ptarmigan or Willow Grouse (commonly called Partridge), Curlew, Plover, Snipe, or other wild or migratory birds (except Wild Geese), September 20th to January 1st.

LICENSES.—Resident, Caribou, $1.00, Guides free. Fox Farm (amount not stated), Fur buyers, 50c. Non-residents, all game, $50.00; guides, if non-residents, $50.00; non-residents, fishing, $10.00. Officers of H. M. Ships of War to hunt Caribou free. Trapper, $50.00.

NORTHWEST TERRITORIES

These regulations apply only to those portions of the Northwest Territories of Canad . which are not included within the Provinces of Alberta and Saskatchewan; it applies to the district of Keewatin.

UNLAWFUL to hunt, trap, take, shoot at, wound, or kill, Buffalo or Bison, or to use poison to kill beast or bird.

We do our Work most Thoroughly; send your Furs to us and get satisfactory returns.

OPEN SEASON.—Mink, Fisher, Marten, November 2nd to March 14th; Otter, Beaver, Muskrat, October 2nd to May 14th; Musk-Oxen, October 16th to March 19th; Elk or Wapiti, Moose, Caribou, Deer, Mountain Sheep, Mountain Goats, July 16th to September 30th, and December 2nd to March 31st; Grouse, Partridges, Pheasants, Prairie Chickens, September 2nd to December 31st; Wild Swans, Wild Ducks, Wild Geese, September 2nd to January 14th.

NOVA SCOTIA

UNLAWFUL to kill, take, hunt, or pursue Cow or Calf Moose, Deer (Caribou, except in the countries of Victoria and Inverness between September 16th and October 16th), Cow or Calf Caribou (Moose on Cape Breton Island), nor to set a trap, snare or pit for Moose, nor to hunt Moose, Deer or Caribou with dogs. Beaver, Marten, Pheasant, Blackcock, Capercailize, Canada Grouse, or Spruce Partridge, Chucker Partridge, nor to snare, net or trap any game birds, nor to poison, or set out poison for fur bearing animals, nor in places frequented by them, nor to smoke, dig out or remove, from its den by any means whatever any fur bearing animal, nor to have in possession at any time any green pelt, or hide of any fur bearing animal taken out of season, nor to molest or damage a Muskrat house or set a trap or snare within twenty-five feet of the same.

OPEN SEASONS.—Mink, Otter, Raccoon, Lynx, Fox, Muskrat, or other fur bearing animals (except Bear, Wolf and Wild Cat, which may be taken at any time), November 1st to March 1st; Caribou in the Counties of Victoria and Inverness, September 16th to October 15th; Bull Moose, September 16th to November 16th; Shooting Rabbits, Hare, Oct. 1st to March 1st;

snaring Rabbits, Hare, with No. 20 or heavier wire, December 1st to March 1st; Birch Partridge or Ruffed Grouse, October 1st to November 1st; Woodcock, Wilson Snipe, Wood Duck, Blue Winged Duck, September 1st to March 1st; Snipe, Teal, Quail, Wild Geese, Brant, Curlew, Plover, Yellow Legs, Sand Pipers, Beach Birds, Sharp Tailed Grouse, Ptarmigan, Herons, Bitterns, August 15th to March 1st.

LICENSES.—Resident, to kill Caribou outside the country in which he resides, $5.00. Guide's license, $2.00. Must secure permit from the Game Warden to send skins of fur bearing animals out of the Province, fee 50c. Permit to bona fida breeders to capture fur bearing animals in a box trap out of season for breeding purposes, $1.00. Permit to keep fur bearing animals in captivity, $2.00 per year, payable August 1st of each year. Non-resident, for all game, $30.00; for small game (except Woodcock and Wilson Snipe), $15.00. Fur buyer, $25.00. A non-resident trapper must take out a hunting license, $30.00. Fishing, $5.00. Non-resident must have a guide if he goes camping, fishing or hunting.

ONTARIO

UNLAWFUL to hunt, take, kill, or destroy, Capercailzie, before September 15th, 1915; Beaver, Otter, before November 1st, 1915; Female Moose, Reindeer, or Caribou, or their young under the age of one year, nor to spear Muskrats, or cut, break, or destroy their houses, nor to poison game, or expose poison or poisonous bait or substances, nor to trap, net, snare, gin or capture by baited lines, any game bird, or game animal except fur bearing animals or hares. Nor discharge any gun at game between sunset and sunrise, nor use "Automatic" shot guns to kill game. Bounty on Wolf killed within one mile

We know that when you ship us Raw Furs you will receive best possible returns.

of a settlement, $15.00. Unlawful to kill or destroy frogs in Victoria or Lanark counties in May or June of each year.

OPEN SEASON.—Mink, November 1st to May 1st; Muskrat, December 1st to May 1st, but no Muskrat may be shot during the month of April. In the districts of Thunder Bay, Fort William, Rainy River and Kenora, the open season for Muskrat is only in the months of March and April, all other fur bearing animals not protected except as mentioned above, and can be caught at any time, but should not be caught except when the fur is valuable, which is from about November 1st to April 30th of each year. Deer, November 1st to November 15th; Bull Moose, Reindeer, or Caribou, south of the main line of the C. P. R. in the town of Mattawa, to the city of Port Arthur, November 1st to November 15th and north of the main line of the C. P. R. from Mattawa to the Manitoba boundary, and south of the C. P. R. from Port Arthur to the Manitoba boundary, October 16th to November 15th; Grouse, Pheasant, Prairie Fowl, Partridge, October 15th to November 15th; Woodcock, October 1st to November 15th; Quail, Wild Turkeys, Black and Grey Squirrels, from November 15th to December 1st; Swans, Geese, September 15th to April 15th; Ducks of all kinds, or any other water Fowl and Snipe, Rail, Plover, and all other kinds of Shore Birds and Waders in the Northern District of the Province of Ontario, September 1st to December 15th, and in the Southern District of Ontario, from September 15th to December 15th; Hares, October 1st to December 15th, provided that the Wood Hare or Cotton Tail Rabbit may be taken from December 15th to December 31st, by any other means than shooting.

LICENSES.—Residents of Ontario. Deer, $2.00; Moose, Reindeer, or Caribou, $5.00. Guides

$2.00. Person engaged in business of cold storage to keep game, $25.00. Game dealers, $1.00 to $25.00 according to population of city where located. Hotel, restaurant or club to serve game, $1.00 to $10.00 according to population of city where located. For a resident of Canada to fish in Nepigon Lake, Nepignon River, and adjacent waters for two weeks, $5.00; for four weeks, $10.00. Non-resident, for big game, $50.00; Ducks and small game, $25.00. To hunt and trap fur bearing animals, $20.00. Residents of other Provinces of the Dominion, same conditions as their Provinces provide for residents of Ontario to hunt, shoot or fish therein. Fishing while temporarily residing in the Province, $2.00 per rod. If fishing from their own boat, or yacht, $5.00 per rod, except in the Detroit, St. Clair, Niagara and St. Mary's Rivers when the fee is $2.00 per rod. To fish in Nepigon Lake, Nepigon River, and adjacent waters two weeks, $15.00, three weeks, $20.00; four weeks, $25.00.

PRINCE EDWARD ISLAND

UNLAWFUL to hunt, take or kill, Partridge in any second year commencing with the year 1912, or to place sets or snares for Partridges, or to place poison or poisoned bait for foxes or other animals.

OPEN SEASON.—Mink, Muskrat, Otter, Marten, November 1st to March 31st; other fur bearing animals not protected, and may be taken at any time, but should only be caught when the fur is valuable, which is from about November 1st to April 30th of each year. Rabbit, November 15th to February 1st, Partridge (except as mentioned above), October 15th to November 15th; Turkey, Curlew, Plover, August 1st to January 1st; Woodcock, Snipe, September 1st to January 1st; Teal, Black Duck, Blue Winged

We want your Shipments, and will make it Pay You to ship to us.

Duck, Wild Duck, August 20th to January 1st; Wild Geese, September 15th to May 10th; Brant, April 20th to January 1st. next; shore and other birds along tidal waters, August 20th to December 31st,

LICENSES.—Residents sons and brothers (returning home on a visit), $2.50; residents' visitors (good for one week), $2.00. Non-resident, $15.00 (except the bona fide owner of real estate in the province of the value of $325.00), $5.00. Trappers license, $50.00. Angler's permit, $2.00. To person of 18 years of age or over to collect birds, bird's nests or eggs for scientific or educational purposes, $2.00.

QUEBEC

ZONE NO. 1.

(Comprises the whole Province less that part of the Counties of Chicoutimi and Saguenay to the east and north of the River Saguenay.)

UNLAWFUL to hunt, kill, or take, Cow Moose, or Fawns of Deer, Moose or Caribou under the age of one year, Moose and Deer while yarding or by "Crusting." Beaver in Zone No. 1 until November 1st, 1917. To use poison or spring guns to hunt, take, kill, or destroy any protected game or fur bearing animals.

OPEN SEASONS.—Mink, Otter, Marten, Pekan, Fox, Raccoon, November 1st to April 1st; Muskrat, April 1st to May 1st; Bear, August 20th to July 1st. All other fur bearing animals not already mentioned may be taken at any time, but should only be captured when their fur is valuable, which is from about November 1st to April 30th of each year. Deer, Bull Moose, September 1st to January 1st, except in the counties of Labelle, Temiscaming, Ottawa and Pontiac, where the open season is October 1st to December 1st.

We have Thousands of Satisfied Shippers from All Over Canada. Are you one of them!

Caribou, September 1st to February 1st; Hare, October 15th to February 1st; Woodcock, Snipe, Plover, Curlew, Tatler, Sand-Piper, September 1st to February 1st; Birch or Swamp Partridge, September 1st to December 15th; White Partridge (Ptarmigan), November 1st to February 1st; Widgeon, Teal, or Wild Duck of any kind, except Sheldrake, Loons and Gulls, September 1st to March 1st.

ZONE NO. 2.

(Comprising that part of the Counties of Chicoutimi and Saguenay to the east and north of the River Saguenay.)

UNLAWFUL to hunt, kill, or take Cow Moose, or Fawns of Deer, Moose or Caribou under the age of one year; Moose and Deer while yarding or by "Crusting." To use poison or spring guns to hunt, take, kill or destroy any protected game or fur bearing animals.

OPEN SEASONS.—Beaver (except in the County of Chicoutimi until November 1st, 1917); Muskrat, Mink, Marten, Pekan, Fox, Raccoon, November 1st to April 1st; Otter, October 15th to April 15th; Bear, August 20th to July 1st. Other fur bearing animals not already mentioned may be taken at any time, but should only be captured when their fur is valuable, which is from about November 1st to April 30th of each year. Deer, Bull Moose, September 1st to January 1st; Caribou, September 1st to March 1st; Hare, October 15th to March 1st; Woodcock, Snipe, Plover, Curlew, Tatler, Sand-Piper, September 1st to February 1st; Birch or Swamp Partridge, September 15th to February 1st; White Partridge (Ptarmigan), November 15th to March 1st; Widgeon, Teal, Wild Duck, of any kind except Sheldrake, Loons and Gulls, September 1st to March 1st.

We have Business Methods that have Stood the Test of Years. Do as others do, "Ship Us."

LICENSES.—Resident. Permit to hunt, take or kill not more than three additional Caribou, and three additional Deer, $5.00. Fee for incorporating a Fish and Game Club, $25.00. Proprietors of Cold Storage Plant to keep game belonging to others, $25.00. Proprietors of Hotels, Clubs and Restaurants to keep game stored in their private refrigerators, $2.00 to $10.00 according to population when located. Non-resident. Hunting, $25.00, if a member of a legally organized hunting club, $10.00. To obtain birds, eggs, or fur bearing animals during the close season for scientific or breeding purposes, $5.00 to $25.00. Fee for incorporating a Fish and Game Club, $50.00. No person shall hunt or fish in "The Gaspesian Forest Fish and Game Preserve" without a license.

SASKATCHEWAN

UNLAWFUL to hunt, trap, take, shoot at, wound or kill Buffalo, Beaver, English Pheasant, nor any Caribou, Moose, Elk, or Wapiti or any member of the Deer family in that portion of the province lying to the south of the line between townships 34 and 35 at any time; nor female or young under one year of age of Caribou, Moose, Deer, Elk or Wapiti at any place at any time; nor break or destroy any beaver dam; nor break or destroy any Muskrat house between November 1st and April 1st following; nor use poison, opium or narcotic in killing game birds or fur bearing animals, nor ship out of the province an unprime skin or pelt of a fur bearing animal.

OPEN SEASONS.—Mink, Fisher, Marten, November 1st to April 1st; Otter, November 1st to May 1st; Muskrat, November 1st to May 15th; all other fur bearing animals unless mentioned above are not protected, and may be taken at any time, but should only be captured when their

We consider our $3,000,000.00 *Business last year a Good Recommendation.*

fur is valuable, which is from about November 1st to April 30th of each year. Proghorn Antelope, October 1st to November 15th; Male Deer, Caribou, Moose, Elk in that portion of the province lying to the north of the line between townships 34 and 35, November 15th to December 1st; Ducks, Geese, Swans, Rail, Coot, Crane, Snipe, Plover, Curlew, Shore Birds, September 15th to January 1st; Grouse, Partridge, Pheasant, Ptarmigan, Prairie Chicken, September 15th to November 16th.

LICENSES.—Residents. Hunting Big Game, $5.00. Game Birds, $1.00. Taxidermist, $5.00. Game Dealer, $5.00. To secure and ship for public parks, or zoological gardens or for scientific purposes, eggs, game birds, and big game, $5.00. To secure game birds and eggs for scientific purposes, $5.00. Non-resident. Hunting Big Game $50.00. Game Birds, $25.00. Game Birds (6 days), $10.00. Holder of big game license while hunting shall wear a complete suit including cap or toque of white material.

YUKON TERRITORY

UNLAWFUL to hunt, take, kill, shoot at, wound, injure, or molest in any way, Buffalo or Bison, or to use poison or poisonous substances for the taking or killing of any beasts or birds of any kind. No Female Elk or Wapiti, Musk-Ox, Moose, Caribou, Deer, Mountain Sheep or Mountain Goats, to be killed at any time.

OPEN SEASONS.—Male Musk-Ox, Elk or Wapiti, Moose, Caribou, Deer, Mountain Sheep, Mountain Goats, September 1st to March 1st; Grouse, Partridge, Pheasants, Ptarmigan, Prairie Chickens, September 1st to March 15th; Wild Swans, Ducks, Geese, Sand-Pipers, Cranes, Snipe, August 10th to June 1st.

LICENSES.—Non-Resident, General, $100.00.

We Ask for a Trial Shipment. Our Returns to You Will Satisfy.

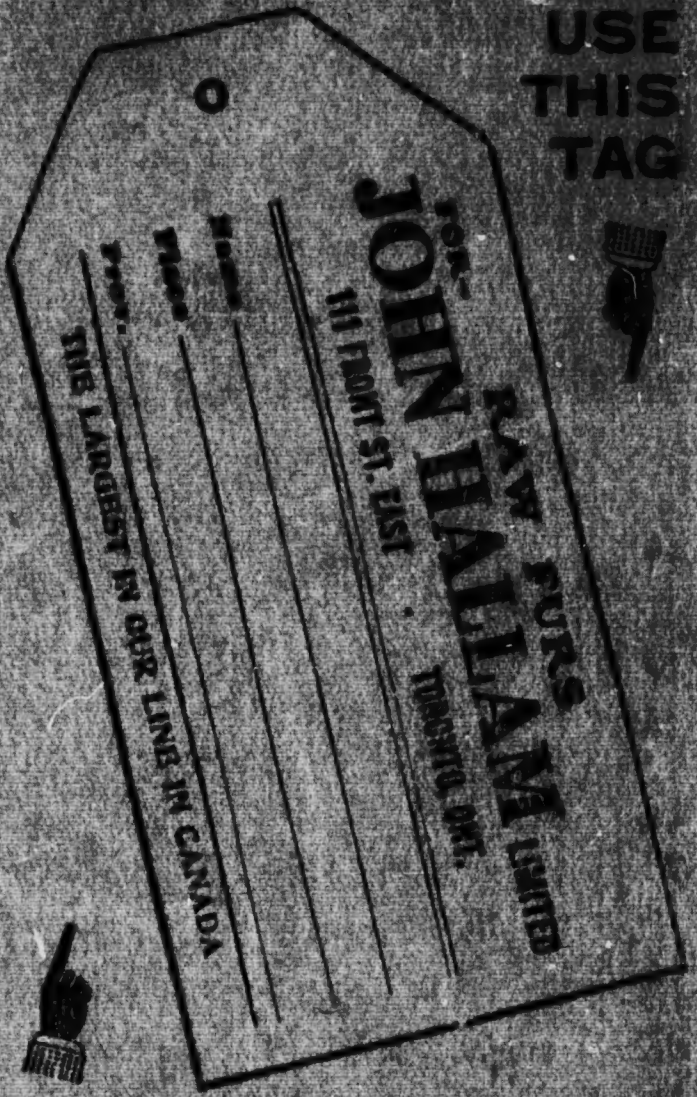
SIZE OF TRAPS TO USE.

For the benefit of the young trapper, we give the following sizes of traps most generally used, although some trappers prefer a smaller and some a larger trap than indicated. It is not advisable to use a trap that is too strong, for in that case it will break the leg of the animal and allow it to twist out, while, on the other hand, the spring should be strong enough to prevent the escape of the animal; hence we have selected the trap that will best accomplish the purpose desired. Where a size is omitted, no trap of that particular kind is made of a suitable size.

ANIMAL	Victor	Newhouse	Jump	Hawley and Norton	Tree	Stop-Thief
Mink	1½	1½	1½	1½	1	2
Skunk	1½	1½	2	1½	2	3½
Raccoon	1½	1½	2	1½	3	3½
Muskrat	1	1	1	1		2
Fox	2	1½	3	2	3	3½
Wolf	4	4½	4	4	3	
Coyote	3	4	3	3	3	
Fisher	2	1½	3	2		
Otter	3	2½	3	3		
Beaver	4	4	4	4		
Weasel	1	1	0	1	0	1
Bear		5, 6, 50				
Lynx	4	3	4	4	3	
Marten	1	1	1½	1	1	
Wild Cat	2	2	3	2	3	3½
Badger	1½	1½	2	1½		3

Wise Trappers & Fur Collectors

USE THIS TAG



"FREE"—Write For Them

We furnish Tags, Envelopes, Shipping Memorandum Blanks, Hallam's Trappers Supply Catalog, and our Up-to-the-Minute Fur Quotations "FREE"